WARHAMMER 40,000

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CODEX
NECRONS

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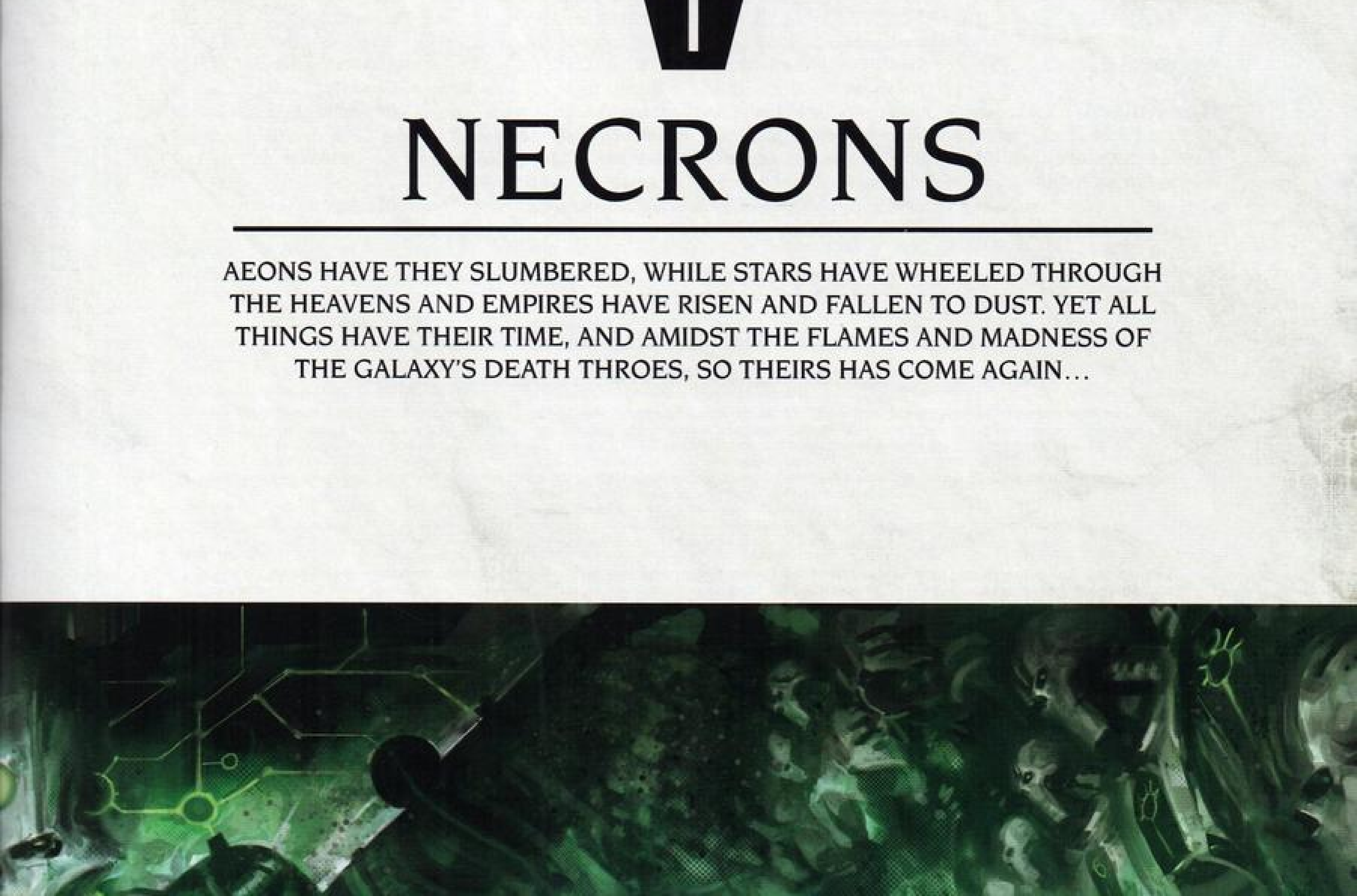
NECRONS

AEONS HAVE THEY SLUMBERED, WHILE STARS HAVE WHEELED THROUGH THE HEAVENS AND EMPIRES HAVE RISEN AND FALLEN TO DUST. YET ALL THINGS HAVE THEIR TIME, AND AMIDST THE FLAMES AND MADNESS OF THE GALAXY'S DEATH THROES, SO THEIRS HAS COME AGAIN…



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INTRODUCTION

Welcome, mighty Phaeron. The tome you now hold contains all you need to know in order to command your deathless android legions. Within its pages you will find the history of the Necron race, details of how their dynastic armies array themselves for battle, examples of their ancient heraldic glyphs and all the rules you need to conquer the lesser races once and for all.

The Necrons are amongst the most ancient and powerful races in the galaxy. Armoured bodies of living metal, they advance in inexorable lockstep upon their terrified foes. Their weapons unleash the fundamental energies of the cosmos, even as flickering portals beam Necrons into battle from across impossible interstellar gulfs. Shattered shards of insane star gods warp reality itself to annihilate the enemy, even as deranged nobles command mighty war engines to eradicate their victims wholesale. Terrible, monstrous beings with bladed limbs and glowing eyes stalk their victims from the shadows, attacking in sudden explosions of insane butchery. As the Necrons' archeotechnological tomb cities rise up from below and their eerie invasion fleets sweep down from the skies, their enemies feel the icy grip of terror clutch their hearts; surely their doom is upon them.

Collecting a Necron army for Warhammer 40,000 battles puts all of this eldritch might at your disposal. The Necrons offer a great many advantages, whether you are a brand new collector or a seasoned veteran of tabletop warfare. Necron forces are tremendously resilient, able to soak up punishment that would leave many armies in tatters. In return, they level spectacular fusillades at their enemies, from salvoes of gauss energy that can atomise infantry and armour alike, to beams of star-fire, crackling webs of living lightning and lethal blasts of force that weaponise time itself! With teleportation technologies and war engines that give them a potent turn of speed, an array of specialist units that fulfil almost every strategic niche and mighty combatants capable of besting the galaxy's greatest warriors in battle, the Necrons are truly a faction to be reckoned with.

They are also a fantastic army for collectors and painters. With their artificial bodies bearing clear details, these models can be made Battle Ready with incredible speed and ease, and still look striking when gathered together on the tabletop. Alternatively, those who wish to can lavish hours of skilled attention into picking out every intricate feature of the Necrons' android forms, in order to bring to life some of the most eerie, menacing and evocative-looking models in the Warhammer 40,000 galaxy.

In the pages that follow, you will find a wealth of background detail about the Necron race, their history, dynasties and conflicts. You will also find full rules for amassing your own mighty legions, as well as a fantastic array of inspirational art and photography, representing the Necron race in all its insane grandeur and timeless, pitiless horror.

To face the Necrons in battle is to stand against death incarnate. It is to know the terror of annihilation at the hands of beings who should be long rotted in their graves. The Necrons' enemies see implacable android revenants rise from their crypts or step from amidst flickering witchlights to destroy all before them. In return, the Necrons see only vermin, interlopers and savages that must be eradicated in order for their mighty dynasties of old to rise again.

Once, sixty million years ago, the Necrons' armies might have achieved their galactic conquest with singular efficiency. Yet aeons of slumber in cold stasis have seen madness creep into the minds of their noble masters, as the stately dance of the stars themselves has scattered and ravaged their worlds. What arises now to reclaim the galaxy is an altogether more twisted race: scattered, factionalised and riven by an insanity that has transformed many of their number into walking nightmares, the Necrons of the 41st Millennium are a dark reflection of their faded glories. Yet they are no less deadly for all this. In monstrosity and madness the Necrons are rendered more terrible than ever before.

IN SEARCH OF IMMORTALITY

The Necrons are feared across the Imperium and beyond as a race of seemingly immortal android warriors. Dark rumours circulate of ancient tomb complexes rising from beneath the surfaces of settled worlds, of ominous invasion fleets sweeping down from on high and of inexorable armies crushing all beneath their metallic tread. Yet the Necrons were not always thus…

Most of the galaxy's sentient races know the Necrons only as the terrifying beings they are now. Indeed, it took the Imperium of Mankind many centuries even to recognise them as a coherent xenos race. The Necrons' ruling nobility were clearly seen to be sentient and ferociously intelligent. However, few amongst them have made any efforts to elaborate upon their origins or motivations to what they consider to be the lesser races. They have simply exterminated them.

Yet hints exist even now, in deeply buried xenoarcheological remnants, in the long memories and hidden lore of the Aeldari and in commonalities of primitive artwork and tribal mythologies, of a race very different to the Necrons known and feared in the 41st Millennium.

THE WAR IN HEAVEN

Once, the legends suggest, the Necrons were a flesh-and-blood race known as the Necrontyr. Short-lived and warlike, these beings were obsessed with death and – for all their wondrous technologies and star-spanning empire – were in fact quarrelsome and fractious. Legends tell that, desperate to unite their people, the Necrons' rulers began a war with the beings known as the Old Ones. It was a war over the secrets of immortality, and also a war that the Necrontyr could never win.

If cogent details of this War in Heaven still exist, they do so only in the memories of the Necrons themselves. However, Aeldari lore suggests that the Old Ones were the creators of the webway – the arterial network of ethereal tunnels that still spans the interstices between the warp and realspace. Using the webway, the Old Ones drove the Necrontyr back on every front.

It was in the Necrontyr's darkest hour, during the reign of Szarekh, last of the Silent Kings, that the C'tan – those called the *Yngir* – came before the Necrontyr with an offer of aid. The legends speak of ancient star gods, beings formed from the fundamental energies of the universe, who offered Szarekh and his people all they had ever desired: power and immortality. All it would cost was for the Necrontyr to ally themselves with the C'tan to destroy the hated Old Ones forever.

Szarekh deliberated long, but in the end he accepted the offer. In so doing, he damned his entire race. Fragments of lore describe what followed: the nightmare process of biotransference that placed the minds of the Necrontyr into living metal bodies and transformed them into the Necrons. The price was their souls, devoured by the leering C'tan and – for all but those of the ruling castes – the obliteration of almost all personality and free will. No more would the Necrons war and politick with one another, for their wills were bound to Szarekh's control through cast-iron command protocols. Yet the cost of this unity had been monstrous indeed.

The legends continue, scattered fragments telling of the defeat of the Old Ones and of how, in the moment when the C'tan were at their weakest following that titanic conflict, the Necrons took their revenge and shattered the duplicitous star gods. They describe how Szarekh saw that his people's time was done, for they could not face the Old Ones' vengeful servants – the Aeldari chief amongst them. It is said that the Silent King commanded his people to inter themselves within the stasis-crypts of their tomb cities, there to sleep out the aeons until they could rise again to conquer all. Finally, destroying his command protocols and freeing his race, Szarekh took his ship into the intergalactic void to seek whatever solace he might amongst the empty darkness.

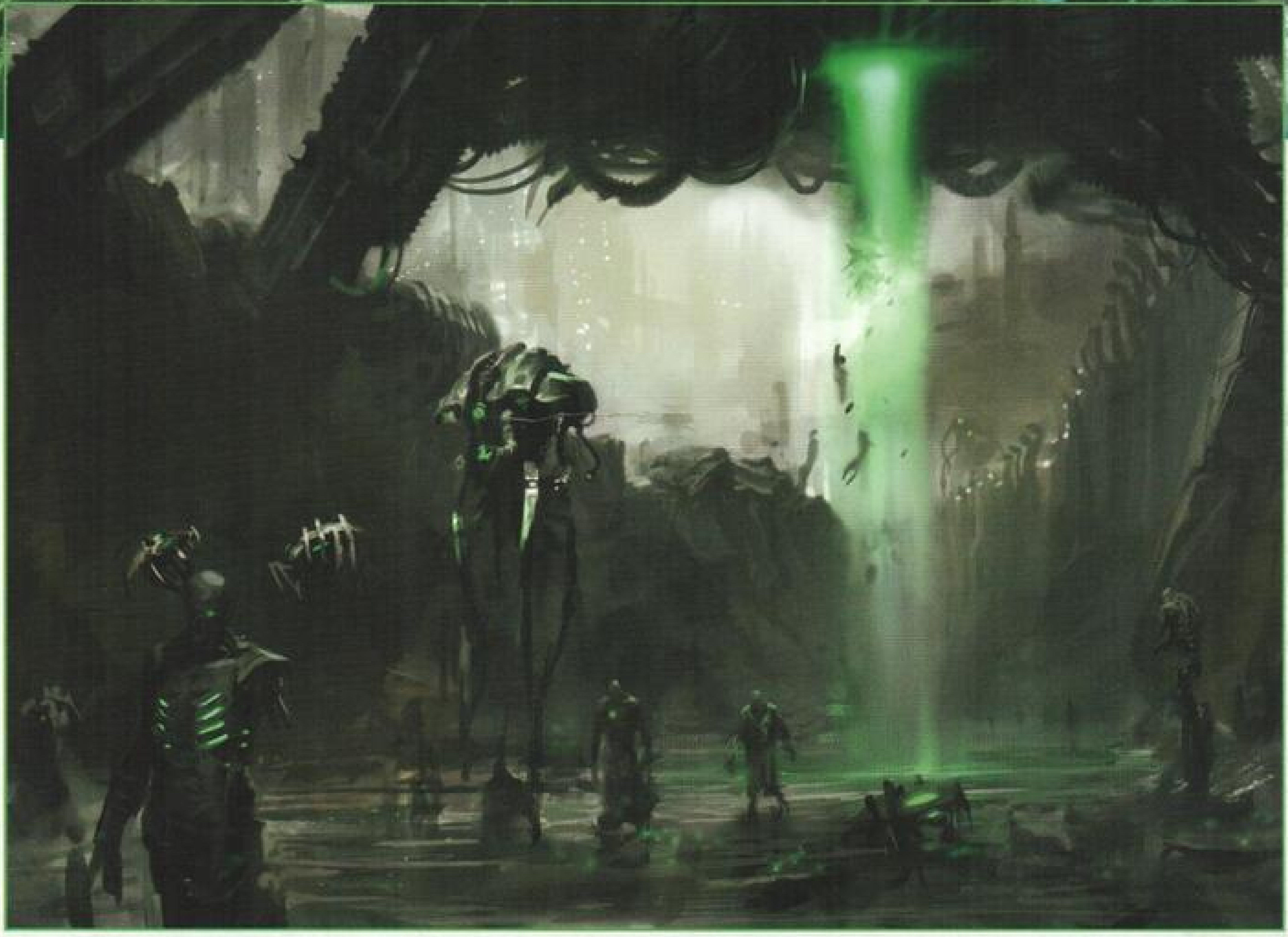
THE AWAKENING

The Necrons have slept for sixty million years, if the Aeldari *Book of Mournful Night* is to be believed. Now they are waking at last, rising up to take back what once was theirs, and the galaxy trembles before them.

The technologies that facilitated the Great Sleep were so far beyond Human comprehension that they might as well have been sorcery. Hyperintelligent master programs and legions of Canoptek slave-constructs watched over the Necron tombs as the ages crept past. Despite all this, manifold disasters beset the slumbering xenos. Some tomb worlds were plundered by lesser races or purposefully purged by vengeful Aeldari. Others faced cascade failures in their stasis-crypts, were obliterated by stellar catastrophe or comet strike, or endured such violent tectonic shifts that entire tombs were flooded with molten lava.

Even those worlds that survived ended up far from their original positions, scattering the dynastic territories of old and leaving the Necrons fragmented and factionalised. The chronostats of many tomb worlds slipped due to mechanical failure or empyric distortion. Thus, rather than rising up as one across the galaxy, the Necrons have awoken piecemeal. Some emerged from stasis during the days of the Emperor's Great Crusade, while many others slumber still.

Nor have the Necrons themselves come through the process unchanged. Corruption has crept into the minds of many, either during the passing ages or while enduring the slow and unsettling



process of revivification. Nihilistic madness or mindless stupor claim some, while the personality engrams of others have been distorted by countless subtle derangements.

For all this, many billions of Necrons have already awoken and trillions more stir. Their noble leaders might, in many cases, be mad, but they have lost none of their arrogant sense of superiority, nor their desire for conquest. Every Overlord and phaeron has their own agenda, be it to stockpile and fortify, to raid and destabilise, to send forth imperious envoys or to begin omnicidal purges of non-Necron life. To other races, the Necrons' behaviour seems random to the point of insanity, yet in truth most are working towards the same core goals: reconquer the stars they once ruled and restore to glory whichever dynasty they once belonged to.

A THOUSAND EMPIRES

Most Necron nobles are still traditionalists, cleaving to ancient social and martial forms. They impose rigid hierarchies on their underlings and order and deploy their legions in accordance with – or defiance of – the codes of the Triarch that once governed them all. Most importantly, they still fight for their ancient dynasties.

Sautekh, Mephrit, Nihilakh and Ogdobekh – these and countless other dynasties make up the splintered Necron race. All are technically united in subservience to the rule of the Silent King. In truth, many believe themselves as far above their rival dynasties as all Necron nobles believe their species above the lesser races. Dynasties are as likely to fall into conflict as to ally, and countless smaller dynasties have been subsumed into the territories of larger and more powerful conquerors.

For all this, more Necrons awaken all the time. As their numbers grow, so too do the dire threats they pose to the galaxy. Now Szarekh, last of the Silent Kings, has returned and seeks to unite his people in galactic conquest again. Whispers precede him of a diabolical plan to negate the galaxy-ending threat of Chaos and subjugate the lesser races once and for all. With his enemies locked in a war of mutual annihilation and more Necrons rallying to his banner by the day, it may already be too late for any to stop him…

THE TRIARCH

From their earliest days, the rulers of the individual Necrontyr dynasties were said to have been governed by the Triarch – a council of three phaerons. The head of the Triarch was known as the Silent King, addressing his subjects only through the other two phaerons who counselled him and ruled at his side. It was the Triarch who set the codes by which the dynasties were expected to conduct their political and military endeavours. However, it was their Triarch Praetorians who were charged with enforcing those codes and ensuring the continuation of the dynasties and the Necrontyr empire itself. By the cataclysmic end of the War in Heaven, the Praetorians judged themselves to have failed in this duty. It is for this reason that they eschewed the Great Sleep, instead retreating into the shadows to preserve what they could of the Necrons' lore and culture, watching over the slumbering tomb worlds until the day their people would rise up once again.

SO ANCIENT ARE THESE BEINGS THAT EVEN OUR SANCTIFIED COGITATORS CANNOT COMPREHEND THE SPAN OF THEIR EXISTENCE. IMAGINE WHAT SECRETS WE MIGHT EXTRACT FROM THE MINDS OF SUCH TIMELESS CREATURES!

THE RELENTLESS MARCH

Upon countless battlefronts across the galaxy, Necron armies are on the attack. Perceiving little distinction between the servants of the Emperor, the worshippers of the Dark Gods or the teeming xenos empires that surround them, imperious Necron nobles send forth their legions to reconquer their interstellar domains by whatever means necessary.

The Necrons are best known and feared by their enemies for rising up from beneath their very feet. Countless civilisations have unknowingly settled on worlds that conceal Necron tomb complexes deep beneath the surface. Whether triggered by chronostat, or the tomb's master program detecting intrusive life forms, those hidden sleepers awake.

If the threat to the tomb complex is deemed significant, the master program prioritises revivification of Necron soldiery and war engines. It wields these assets to the best of its ability, employing their might to augment that of its Canoptek slave-constructs in defending the tomb. Only when the Necron nobility awake to once again take command of their legions do they go on the offensive. In this moment, the doom of the world's flesh-and-blood colonists is sealed. The earth splits open in yawning fissures and oceans drain away as the tomb complex rises inexorably to the surface. The sky darkens with seething swarms of Canoptek Scarabs and the land glitters with the awakened legions as they advance into battle. Fortifications collapse as the ground heaves beneath them and android killers claw their way out of the earth to trap their victims within the trespassers' own, supposedly impregnable, bastions. Should reinforcements rush to the aid of the beleaguered planet, they arrive to find the awakened tomb's terrifying defences and mighty armies waiting for them. Thus are the lesser races slaughtered, and another tomb world secured in the battle for galactic dominance.

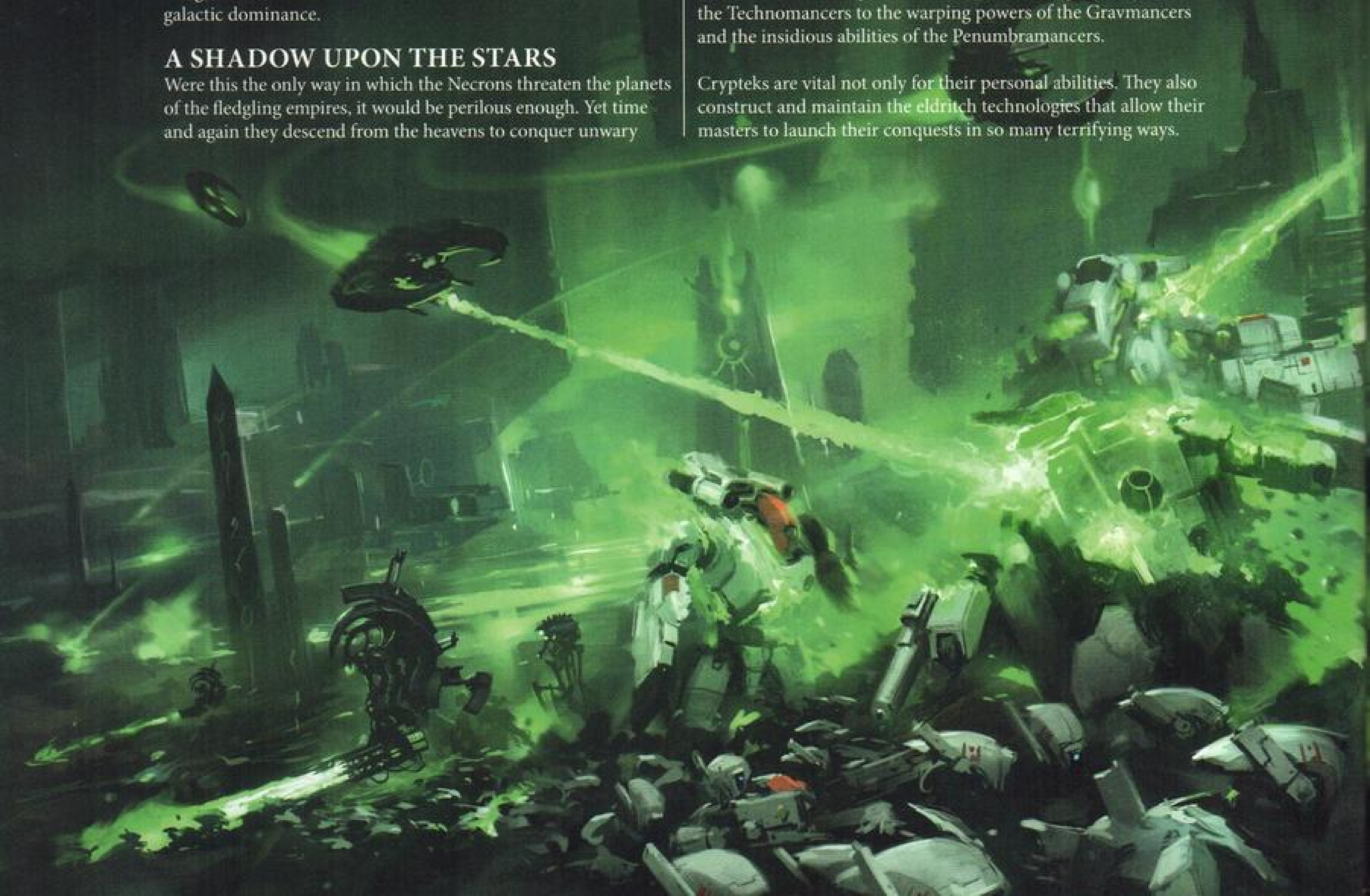
A SHADOW UPON THE STARS

Were this the only way in which the Necrons threaten the planets of the fledgling empires, it would be perilous enough. Yet time and again they descend from the heavens to conquer unwary worlds, sometimes appearing to step from thin air into the bloody heat of battle. Such feats are not the sorcery they might appear, but are rather due to the ingenuity of the Crypteks.

Part courtly viziers, part master engineers and part cosmic alchemists, the Crypteks wield great influence within Necron society. They possess such a fundamental and far-reaching understanding of the universe's inner workings that, to the lesser races, their abilities appear as witchcraft. No single discipline do the Crypteks pursue – instead, each individual embarks on a course of obsessive study into whichever field of arcanoscientific lore most fascinates them. Such decisions are based upon whim, aptitude and often the obsessive madness caused by their long sleep. Often, a Cryptek will also select their field of expertise based upon whatever they believe will render them most powerful within the Necron Royal Courts, and provide them with the most leverage over their rivals and noble masters.

Plasmancers, for example, study the martial application of raw energy; they are aggressive warrior scientists whose bodies crawl with skeins of killing power and who can annihilate their victims with but a gesture. By comparison, disciplines such as psychomancy or chronomancy are far more subtle; the former plays upon the atavistic fears of all living things, while the latter allows the manipulation of the strings of time itself. There are countless other disciplines, from the master engineering skills of the Technomancers to the warping powers of the Gravmancers and the insidious abilities of the Penumbramancers.

Crypteks are vital not only for their personal abilities. They also construct and maintain the eldritch technologies that allow their masters to launch their conquests in so many terrifying ways.



Fleets of tomb ships are one such asset, their drives enabling them to bridge interstellar gulfs almost as quickly as warp travel, and in a significantly safer fashion. Terrifying sepulchral battleships of immense size, tomb ships can easily duel the greatest void craft of the lesser races, yet their greatest value is undoubtedly in spearheading Necron planetary conquests. Should even a single tomb ship settle in low orbit over an enemy world, it will deploy wave upon wave of war engines against its prey, even as its quantum wormhole technologies open the way for invading Necron foot soldiers to assail the enemy in their millions.

Dolmen gates are another means of hypertechnological Necron invasion. They were first fashioned during the War in Heaven, when the C'tan known as Nyadra'zatha the Burning One gifted the Necrons with the means of their construction. These living stone arches trammel spars of the webway, allowing the Necrons the capability to travel through them. The metallic warriors must be swift, for even subjugated the semi-sentient network resists and will destroy the Necrons if it can. Such risks prove worthwhile, however. Surprise is total when the lesser races find ancient, long-forgotten ruins flaring suddenly to life upon their worlds, and the deathless Necron legions marching from within.

BLACKSTONE

The Imperium of Man has but recently begun to understand the importance of what they call noctilith, or more commonly blackstone. Abaddon the Despoiler grasped its power and importance far earlier than they, and employed that knowledge to apocalyptic ends. Yet the true masters of blackstone are the Necrons, for they both understood and employed this substance millions of years before the lesser races even existed.

Blackstone is so named because it is mined from smooth dark deposits similar in appearance to onyx or obsidian. To the Imperium, the scientific readings that it gives off appear contradictory and bewildering. To the Necron Crypteks, however, they make far more sense. Yet even Humanity has been able to grasp the core property of this substance – noctilith resonates with the energies of the immaterium and, when properly polarised, either channels or repels them with tremendous force.

While the lesser races fumble to comprehend the most basic truths of noctilith, the Necrons work this powerful material into their war engines, their weaponry and even into the immense megaliths known as pylons. The Crypteks understand the techno-arcane secrets of channelling cosmic energies through blackstone, which causes the substance to flare vivid colours even as it produces weaponised energy beams, crackling portals or other effects beyond the ken of the Necrons' foes. They employ it in the null-field matrices that shield their tomb worlds from hostile psychic manifestations, and – most recently – in the fashioning of experimental pylon arrays that may yet spell doom for all of the Necrons' foes.

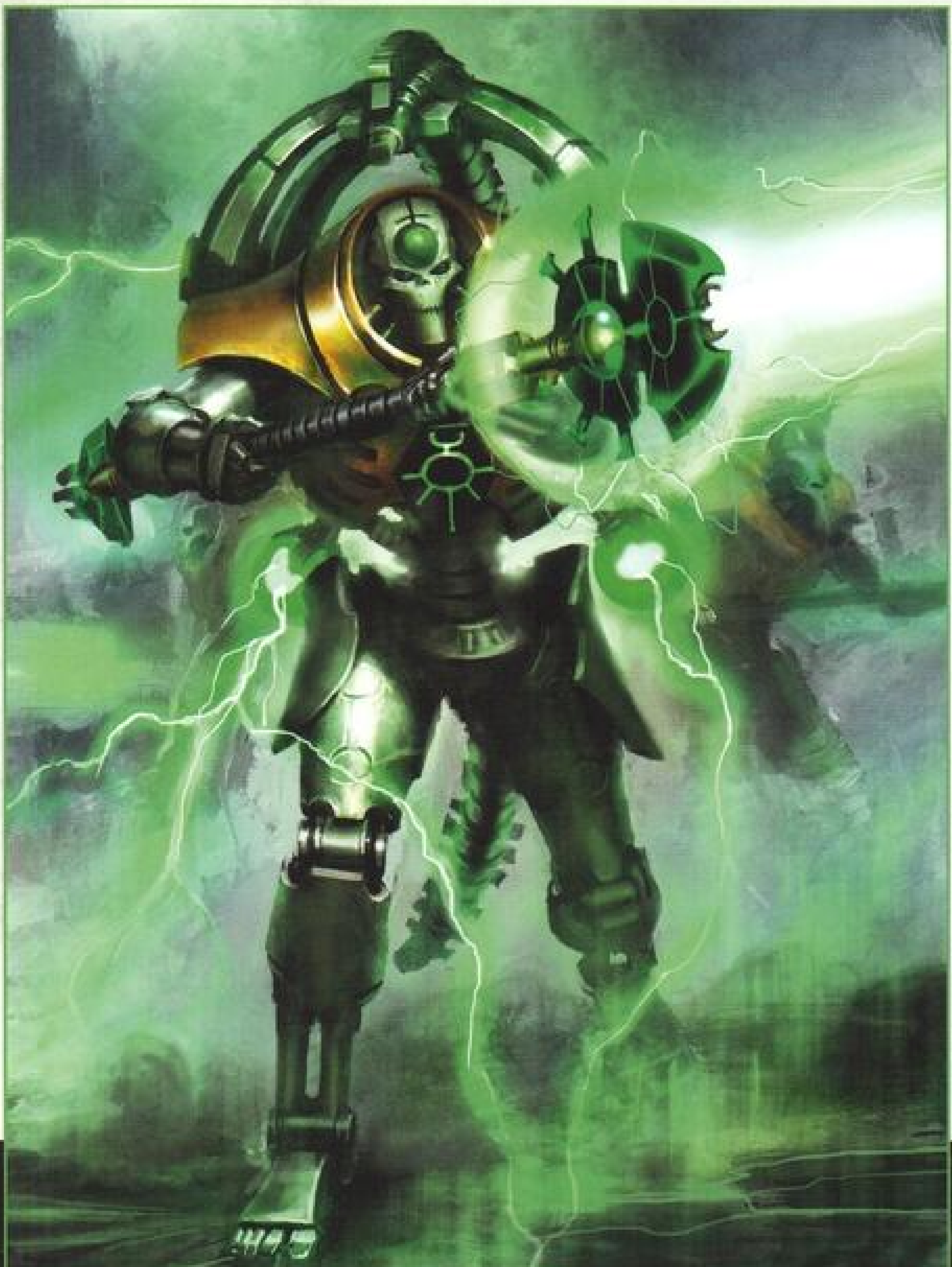
ELDRITCH ARTIFICE

The Necrons possess a technological base so far in advance of any of the galaxy's other inhabitants that only the artifice of the Aeldari warrants even close comparison. This is perhaps unsurprising for a species whose very living forms are mechanical in nature. Certainly it seems natural enough to the Necron nobility themselves, for it supports their arrogant presumption of superiority over the despised lesser races.

WEAPONS OF SUPREMACY

Most widespread of all the Necrons' weapons of war is gauss technology. From the man-portable gauss flayers borne by Necron Warriors up to the massive gauss flux arc, these weapons all function in the same fashion. They project a molecular disassembling beam that reduces flesh, armour and bone to their constituent atoms one agonising layer at a time.

Gauss is but one of the horrifying technologies the Necrons employ in battle. Tesla weaponry releases beams of living lightning that scorches and blasts victims, and can even arc from one foe to the next. Particle weapons work by emitting streams of minuscule antimatter particles. These detonate on contact with other matter, annihilating their targets in violent blasts. Enmitic weaponry, too, is as frightening as it is effective, for its thrumming pulses cause the target's atoms to be violently repelled from one another to spectacular effect. Heavier firepower is provided by such armaments as doomsday weapons, or variants of the fearsome death ray. Doomsday weapons are plasma-based and possess incredible destructive potential. They are so power hungry that entire platforms have been developed to facilitate their deployment. Death rays, meanwhile, pour immense energies through a focusing crystal, unleashing a sustained beam of blinding, searing heat and light that carves through targets one after another.



While the Necrons typically favour overwhelming ranged firepower as a statement of contempt for the foe, the close quarters weapons borne by their more elite or murderous warriors are no less deadly. Hyperphase weaponry vibrates across multiple dimensional states, allowing it to pass through a target's defences without resistance. Voidblades work in a similar fashion, but cause their victims' very molecular bonds to collapse at the slightest touch.

Some weapons are as much status symbols as they are potent tools of destruction. The staff of light serves both as an energised battle-scepter and a fearsome short-ranged energy weapon. Warscythes – typically carried only by Necron nobility or their Lychguard protectors – project ethereal energy fields around their tremendously heavy blades. Each swing carves through even the toughest targets as though they were not there.

TECHNOLOGICAL BOONS

The Crypteks do not restrict themselves to offensive technologies. Their skills extend to the creation and maintenance of countless other strange devices, all of which benefit the Necron legions on the battlefield. One such technology is quantum shielding. Harnessing the strength of incoming attacks, quantum shields transform that power into harmless equivalent energy; they actually become more effective the stronger the enemy's weaponry. Scarcely less of a bulwark is the dispersion shield borne by retinues of Lychguard – towering and heavy, it includes layered energy shield generators that not only stop incoming projectiles, but sometimes ricochet them straight back at the foe.

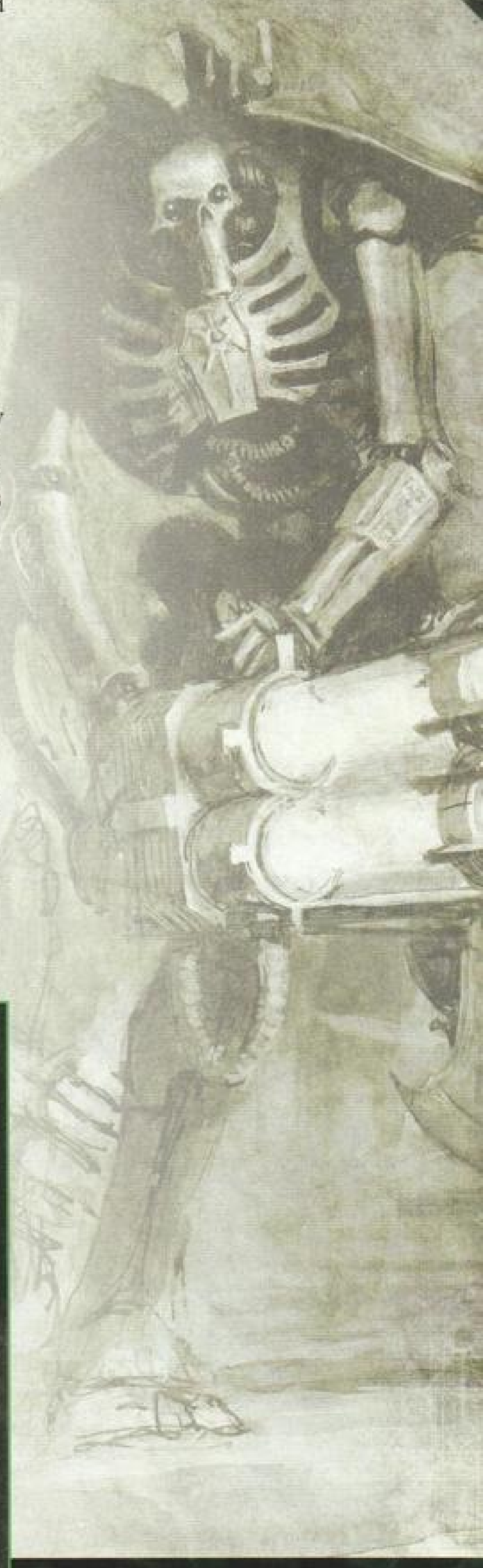
Teleportation technologies are much seen amongst Necron armies, typically employing captive wormholes that allow their phalanxes to march straight into battle from the depths of their tombs, or even from the surfaces of far-distant worlds. The eternity gate of the Monolith can even be reversed to create a portal of exile that drags in screaming foes, jettisoning them into a purgatorial nothingness beyond reality itself. Coupled with gravitic repulsion generators, which enable anything from infantry to massive war engines to glide smoothly through the air at considerable speeds, it is not hard to see why Necron armies are far more strategically agile than their warriors' rigid gaits would suggest.

THE SERVILE AND THE SHATTERED

Technology has also allowed the Necrons to enslave other entities to their will. Some of these were brought into being specifically to serve the needs of their creators, while others were subjugated for all eternity for their crimes against the Necron race.

Canoptek constructs proliferate through Necron tomb complexes and armies both. Some are large and powerful, such as the Canoptek Doomstalkers that guard their masters' armouries, or the Canoptek Spyders that command and control Scarabs and other, lesser drones. Others have stranger functions, such as the ghostly Canoptek Wraiths employed to repair inaccessible systems within tomb complexes, or the Canoptek Plasmacytes that isolate and syphon off corrupted engrams from the sleepers within stasis-crypts. These latter have been co-opted by the deranged warriors of the Destroyer Cults, who actually seek to have those same engrammatic patterns 'injected' into themselves, so as to further degrade their former personalities and fuel their nihilistic butchery. Regardless, no Canoptek being is truly sentient; rather, they are all artificial slaves, utterly incapable of independent thought.

The C'tan Shards suffer a far worse fate, for they were once the star gods of near limitless power who tricked the Necrontyr into bartering away their souls. Szarekh's revenge upon these beings saw them shattered by weapons that employed incredible cosmic energies. Yet the C'tan were bound to reality itself, and so could never be destroyed, only splintered into stunted echoes of their former might. Each such shard is still terrifyingly powerful, however, and so the Necrons bound them into extra-dimensional prisons known as tesseract labyrinths.
When deploying C'tan as weapons upon the battlefield, the Crypteks ensure they are technologically shackled, leashed like mindless beasts and forced to do their masters' bidding. Of course, once in a while a C'tan breaks its straining fetters – at such times, devastating retribution is visited upon the Necrons and their foes alike.



ENGINEERING IMMORTALITY

Beyond simple armoured toughness, the Necrons also benefit from a technology known as living metal – this substance can alter its molecular state in a semi-sentient fashion, flowing and replicating to heal battle damage as fast as it is inflicted. Just as disturbing to see are the Necrons' reanimation protocols. Should one of their soldiery be felled in battle, a flickering nimbus of crawling energies slowly draws the fallen combatant's twitching components back together. Even utterly shattered Necrons can reassemble themselves, rising to shamble back into the fight. Those too sorely damaged even for this are known to vanish in flares of light, either recalled to their stasis-crypts for extensive repair or destroyed by fail-safe systems to prevent their bodies from being seized for study by the foe.

Certain technological wonders exist that can accelerate or augment these core regenerative processes. The resurrection orbs carried by some high-ranking Necron nobles, for instance, send out a pulse of radiation that temporarily supercharges the self-repair systems of nearby Necron soldiery. Meanwhile, devices such as the phylactery or the ghostly beam of the Canoptek Reanimator contain swarms of nanoscarabs that rapidly reknit sundered Necron bodies and machinery down to the finest and most minute level.

Lastly, there are the Canoptek Spyders and Scarabs; the former use raw energy to fabricate swarms of the latter, which in turn are capable of converting all solid matter into further stores of raw energy from which their Cryptek masters can fashion anything, from war engines and defences to mighty structures. Given time, this cyclical system can entirely break down the transitory settlements of the lesser races and raise glorious new tomb complexes in their place.

WAR ZONE:
AMONTEP II

Located in a heavily defended, Imperial-held star system to the galactic southwest of Ultramar, Amontep II is classified as a quarry world. Many such planets are held in the claws of the Adeptus Mechanicus – the Imperium's cyborg Tech-Priesthood. Acquisitive and grasping, the Adeptus Mechanicus have long mined such worlds for precious minerals, amongst them the dimly understood blackstone. Only now do they begin to perceive the price they will pay for their greed.

The Necrons have always valued material riches, for it is by employing the mineral bounty of the wider galaxy that they create their technological wonders. Once they entered the Great Sleep, those same material riches – not to mention the deeply buried structures they had fashioned from them – attracted the ignorant delvings of the lesser races. History does not tell how many species have been annihilated after attempting to excavate mysterious ruins, or to mine what they thought to be natural ore deposits, only to awaken a tomb complex's defenders and unleash them like a curse.

Other empires – the Imperium of Mankind most prolific amongst them – have largely proceeded in blissful ignorance, raising their cities and sinking their mines across the surface of ancient tomb worlds without ever suspecting the eldritch terrors that lay slumbering beneath their feet.

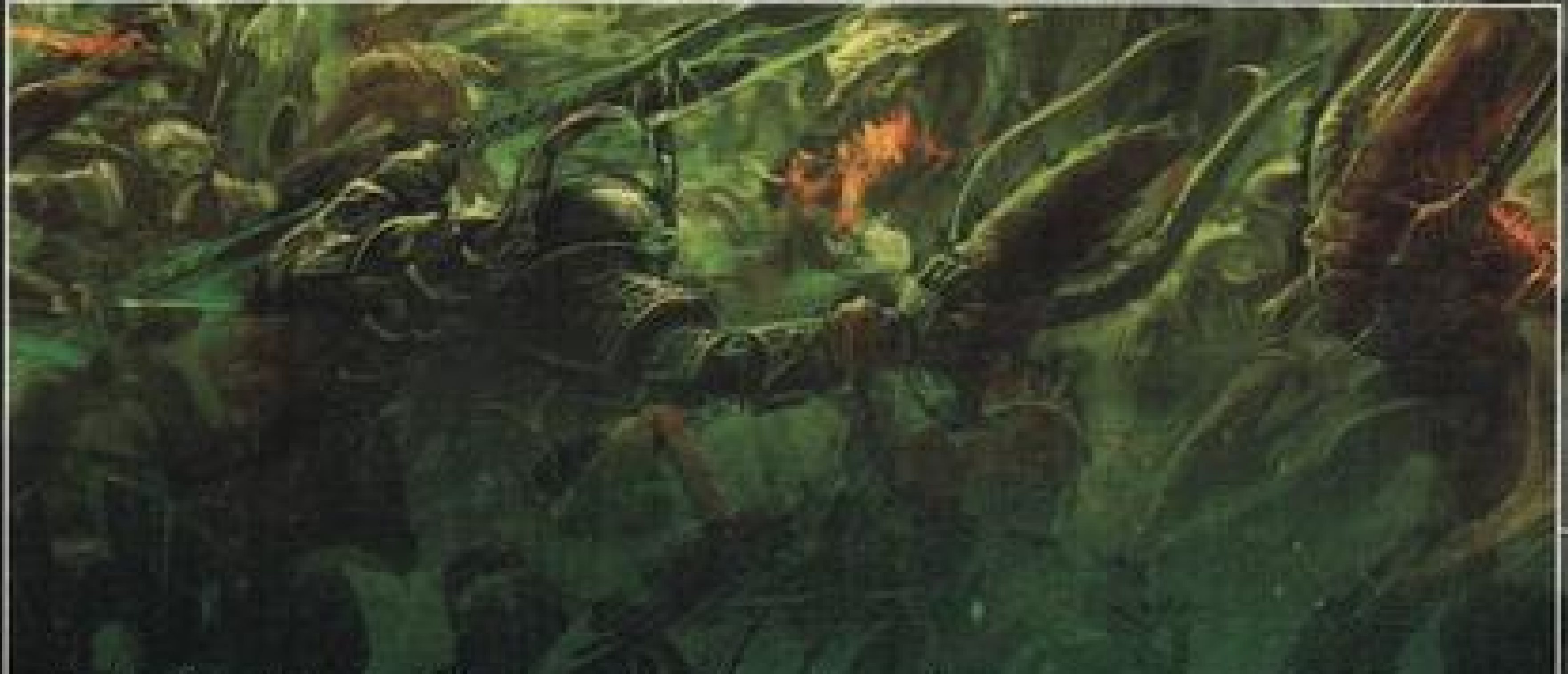
Now though, the Great Rift has triggered anti-Chaos protocols that, in turn, have seen more and more tomb worlds awakening. Those same noctilith structures that have been studied or mined by curious younger races flare to life and rise, shuddering, into the dancing warplight cast by the Cicatrix Maledictum.

In some places, nodal matrices and blackstone pylons repel the tides of the warp, forcing back the madness of the encroaching empyrean. In others, as on Amontep II, the meddling of the lesser races has already caused too much damage. The Imperial inhabitants of such places find themselves doubly accursed; not only must they face the Necrons, intent upon reclaiming a world they see as theirs, but with the contra-empyric nodes unable to function, so the denizens of the warp are able to break through and launch an invasion of their own.

A BEACON OF BLOODSHED

On Amontep II, it was the attention of Magos Dominus Dentrex Ologostion that ushered in this doom. Near to the Vrackian Megacomplex, located in the dried out bed of the Vrack Delta, Ologostion began excavations of noctilith menhirs clustered around what he designated as a 'capstone structure'. The Magos' attention stirred the defenders of Amontep II's buried Necron tomb to life. However, the Necrons were unable to quickly defeat the Skitarii and super-heavy Knights that Ologostion employed as bodyguards and, before he could be prevented, the Magos extracted a vital shard of the noctilith capstone – albeit unknowingly. So fell the contra-empyric shielding that the world had so long enjoyed, beginning a rapidly escalating three-way conflict as Imperial, daemonic and Necron forces vied for dominance of the valuable world.

PICT-CAPTURE FILE
RC98/TVLKCR



North of the Vrackian Megacomplex, throughout the risen crypt complex of Overlord Thakmatar the Oppressor, daemonic entities pour through a shuddering warp rift. They are met by legions of revivified Necron soldiery who seek to seal this tear in reality.

SKITARII RECON REPORT FILE
45TG/5620/GNX456X

Assault and counter-assault press up and down the Heiroch Peninsula, Sautekh defences flexing but never being overrun.

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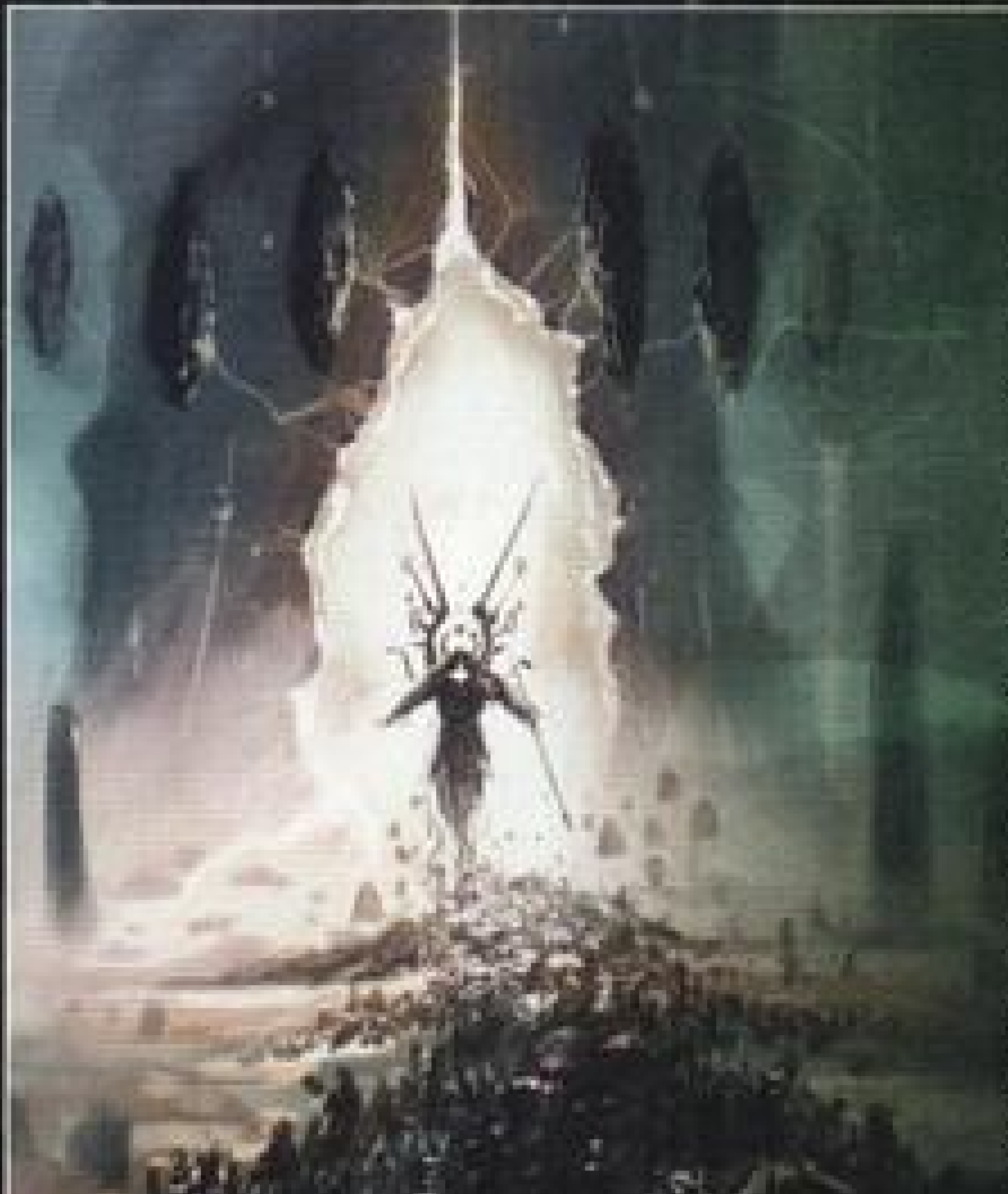
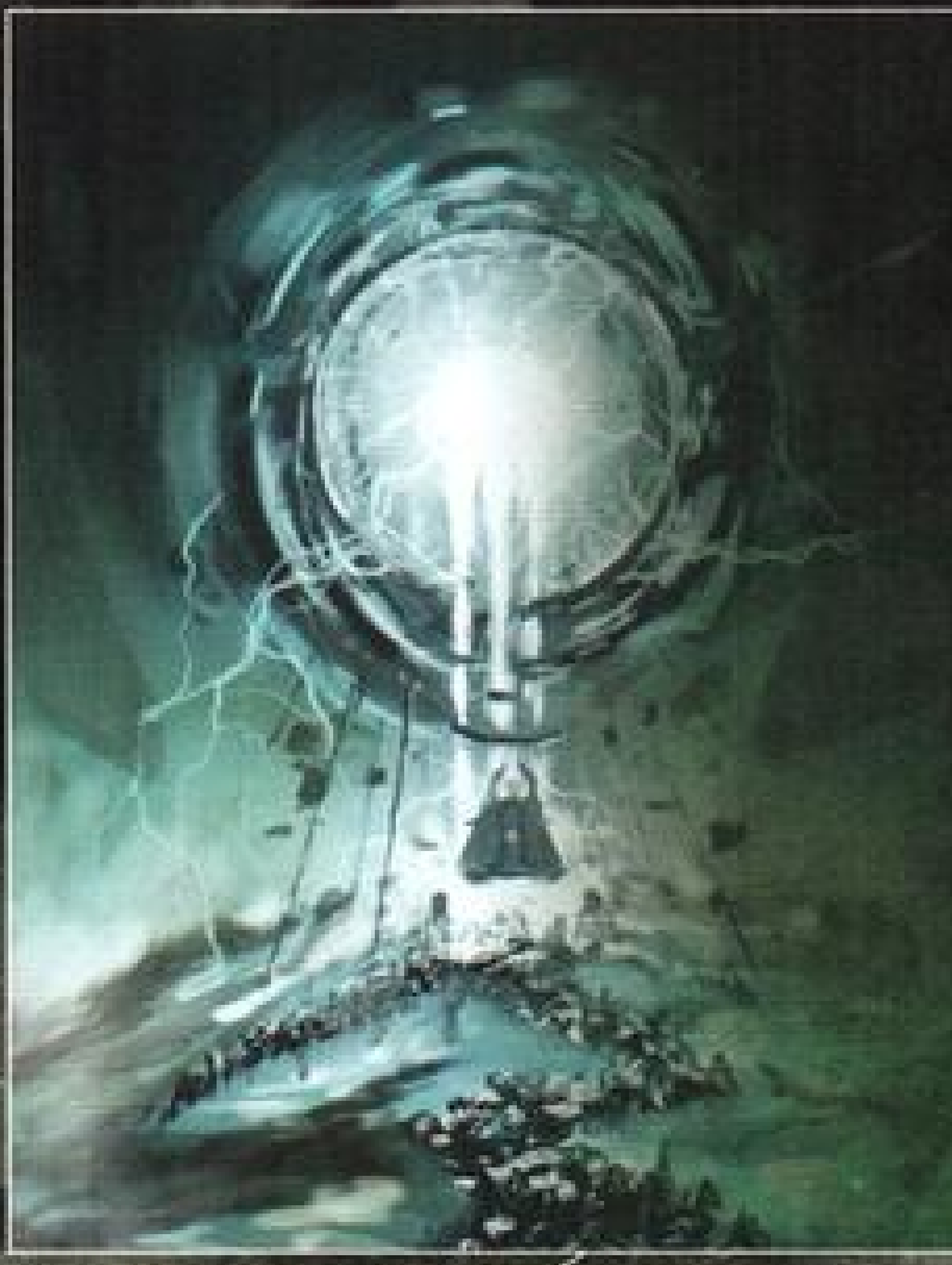


One by one the polar volcanoes of the Ozarkha chain have ruptured and subsided. Rising from amidst the resultant blazing sea come aeons-old Necron structures, doubly secured in the fastness of their moat of molten rock. From this sprawling tomb complex waves of Necron Warriors and war engines teleport in from off-world. First gathering into invasion forces, they then strike north against the mines, quarries, refinery complexes and forge cities of the Adeptus Mechanicus.

PICT-CAPTURE FILE
ER54/G754NX



Amidst the ever shifting dunes of the Silicane Sandsea, an ancient dolmen gate has been reawakened. Through this aeons-old portal emerge the legions of the Szarekhan Dynasty, whose masters have laid claim to this world. Thus far, however, they have concentrated on defending their beachhead against probing Adeptus Mechanicus offensives, and show no inclination to march to the aid of the Sautekh forces already in the field.

SKITARII RECON REPORT FILE
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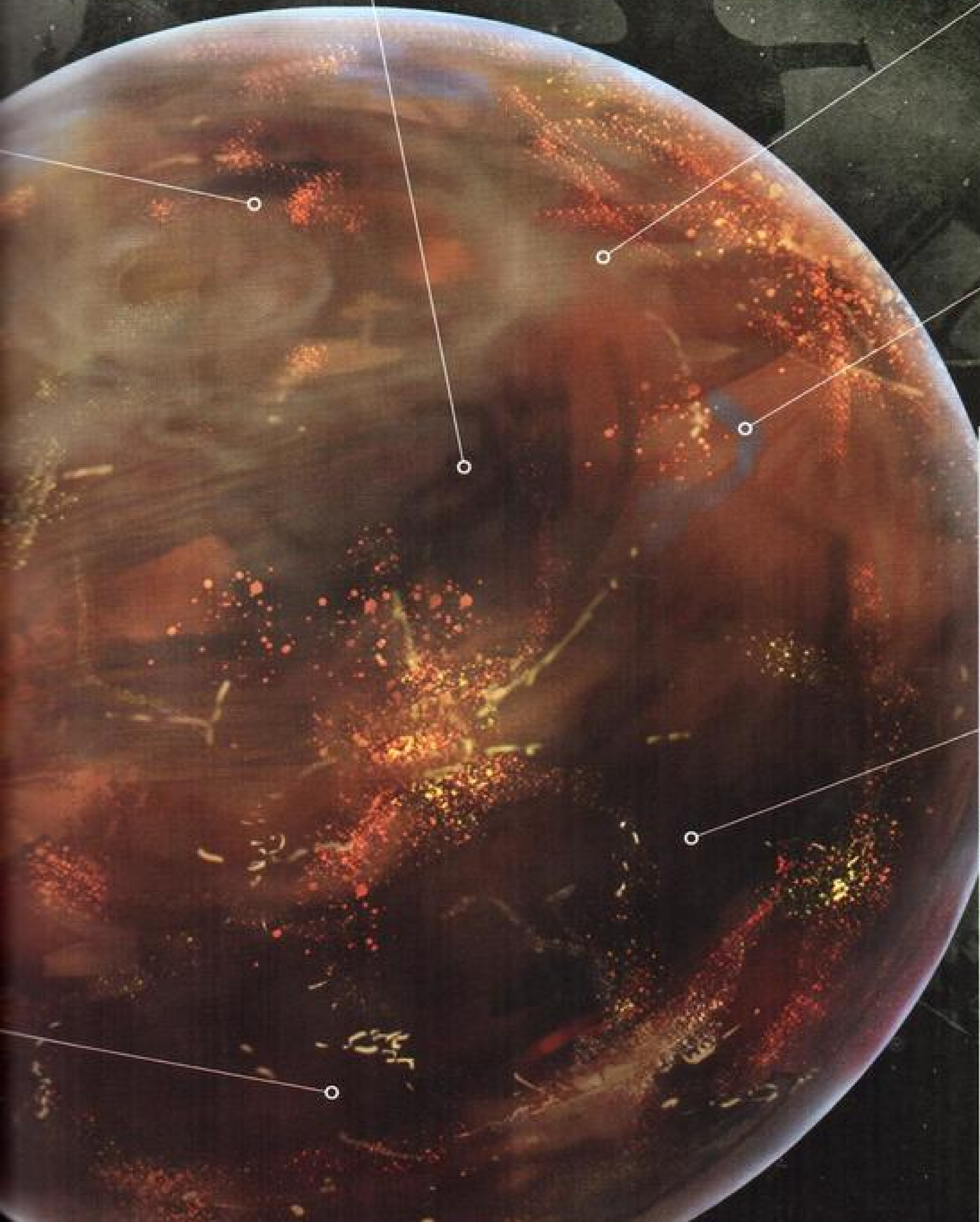
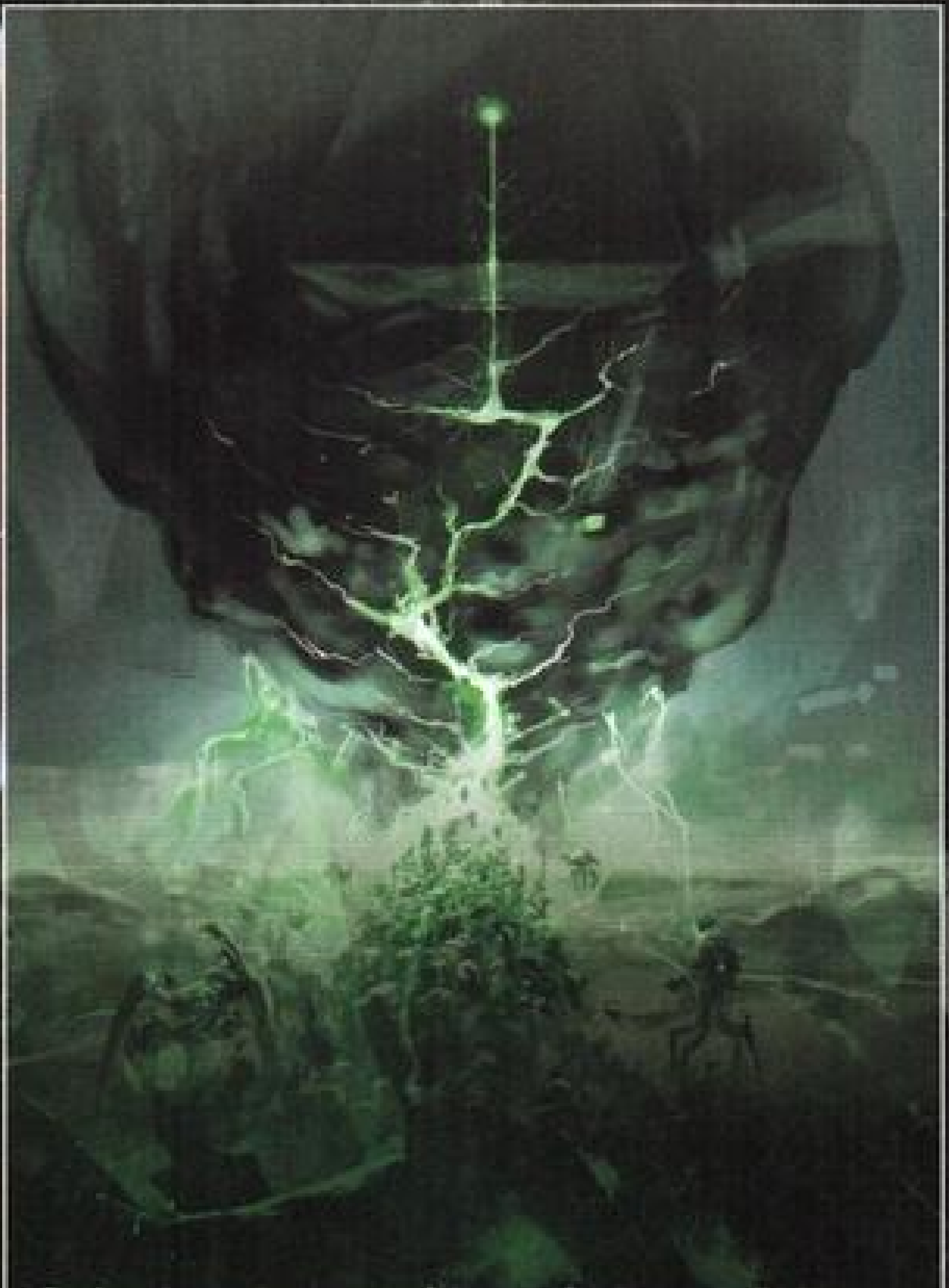
After being isolated by roaming Destroyer Cults, the defence maniples of the forge temple Vhor-Alphex broke out via Khorla Gulch.



SKITARII RECON REPORT FILE
349E/0078/RX2290D

A conclave of Crypteks leads the ongoing conquest and the repurposing of the noctilith quarry pits along the eastern coast of the Dessica Strait.

PICT-CAPTURE FILE
FH35/YG76N9



During the early stages of the war for Amontep II, the Arkus Maximal forge temple proved vital to the Imperial war effort, churning out maniples of deadly war engines. This resistance ended suddenly with the ominous descent of vast, dark vessels from the outer void.

TOMB WORLDS

The armies of the Imperium have encountered Necron tomb worlds from one edge of known space to the other. Even still, Humanity has discovered but a fragment of the dynastic territories into which the galaxy was once divided. The Necrons' worlds are scattered now, many isolated or beset, yet every single one is a mighty stronghold in its own right.

None but the Necrons now remember the glory of their star-spanning dynasties from before the Great Sleep, yet there is little doubt that their holdings have been much abused and eroded in the sixty million years since. When the Silent King ordered his people into their millennial torpor, he did everything he could to protect them. The Necrons' cities were converted specifically for the purposes of sustaining and protecting their inhabitants as they slept through the ages. They could not have been better defended or more technologically prepared for their ordeal. Still, the fundamental forces of the galaxy resist stagnation, and the aeons have not been kind.

Some tomb worlds were exposed to cosmic phenomena of overwhelming power, be they the explosive deaths of stars, the thunderous impact of huge asteroids or even the insidious touch of empyric overspill. Plunged into frozen darkness, scorched to bone dry deserts, irradiated, wrenched and torn by gravitic forces and blanketed in energy storms – these fates and many besides beset tomb worlds and left them inimical to organic life. Of course, such conditions were of little consequence to the Necrons, whose android bodies required none of the fundamentals that flesh-and-blood creatures did. Indeed, dynasties such as the Nephrek or the Thokt even harnessed and benefitted from such deadly conditions.

Other tomb worlds have known the expansion of teeming biospheres. Some remain verdant even after the tomb below awakens, the Necron nobility considering the organic flora and fauna a useful camouflage for their fortifications. More often – especially in the case of tomb worlds settled by sentient species – the Necrons swiftly conquer and harvest all that they find on the planet's surface. The awakening legions emerge to find anything from seas of crops to bustling quarries, towering fortifications to sprawling cityscapes, or furious war zones where the lesser races tear at one another, unaware of the doom their conflict has awoken from beneath their feet.

Whatever a tomb world's nature or conditions, once the sleepers arise its fate is irrevocably altered. Landmasses shudder and huge subterranean tomb cities stir beneath the surface. Vast structures force their way upward, sloughing off the devastated remains of more youthful civilisations amidst eruptions of magma and seething energy storms. Eerie megastructures ascend into the heavens, ominous guardians taking up watchful stations above the planet as cosmic superweapons flare to life in their flanks. When the command is given by noble or Cryptek, swarms of Canoptek constructs sweep across the globe, devouring and recycling the works of younger races in order to raise monolithic monuments to their arisen masters. Any trace of the intervening millennia is swept away as the Necrons resume rulership of their domains of old.

A HIERARCHY OF WORLDS

Before the Great Sleep, the worlds of each Necron dynasty were ordered and designated according to a strict hierarchical system. Planets were qualified as crownworlds, coreworlds or fringeworlds, with each title bearing significant connotations.

At the heart of each dynasty lay its crownworld, where the ruling phaeron sat upon their throne. Crownworlds were as heavily fortified as they were regally magnificent, many playing host to incredible megastructures and devices or weapons of god-like power. Each dynasty's resources flowed in towards its crownworld, ensuring its legions were the finest and mightiest, as befitted the personal soldiery of the phaeron themself.

Coreworlds made up the inner planets of each dynasty. Typically ruled by prominent Overlords, they were centres for military might and architectural grandeur that bespoke their dynasty's power. Then there were fringeworlds, those planets furthest from the light of the crownworld and thus considered of least import. Fringeworlds were little more than resource-gathering centres and border fortresses, and as such their rule was given over to each dynasty's lesser Necron Lords.

However, where once there was order, now there is chaos. Galactic drift and stellar catastrophe has wrought mayhem amidst the once-orderly Necron dynasties. There is much confusion amongst the awakening nobility, but also opportunity for those able to seize it. Some crownworlds have been shorn of their vassal worlds, and are forced to fall back upon their own means. In other cases, fringeworlds rouse to find their former betters annihilated; in such cases, one-time Lords name themselves phaerons and seize control of all the resources and dynastic might they consider their due. Some tomb worlds awaken to bounties of raw materials, and those able to conquer pre-existing advanced civilisations revel in their bloody harvest.

Then there are those worlds that awaken to madness. Some lie within the bounds of roiling warp storms and must fend off constant daemonic assault. Others wake even as they are being overrun by superior enemy forces, their nobility afforded just enough time to comprehend the horror of their fate before it is sealed. Worst of all, though, are the severed worlds – planets where failures in revivification have left the Necrons as mindless shells, puppeted in a hollow parody of existence by master programs that can never relinquish control to their damned masters.

NEXUS OF DOOM

As more and more Necrons awaken, and as their armies of conquest push ever outward, so the galactic territories they control expand. Yet the dynasties are fractured, their strength scattered and their leaders as likely to fall upon one another's armies as to ally against the common foe. Though their nobility refuse to countenance the truth – or in many cases, are engrammatically incapable of doing so – the likelihood of Necron galactic dominance has, for long millennia, been virtually nil.

The return of Szarekh, last of the Silent Kings, to the galaxy may change all of this, however. At the same time, and in response to the opening of the Great Rift, anti-Chaos protocols have released a long-imprisoned sect of Crypteks known as the Technomandrites. It was the command of the Silent King himself that saw these beings interred, for their sheer brilliance eclipsed that of all their rivals and – by forming a single, united guild – they risked becoming a power bloc that could eclipse the Triarch themselves. Yet now Szarekh seeks to implement a plan so vast in scope and ambitious in scale that he has chosen to treat with the Technomandrites and attempt to win their favour.

In the case of many – though by no means all – he has succeeded, for the Silent King's scheme is a master stroke. By employing arrays of immense, negatively polarised noctilith pylons, he seeks to create zones that Humanity – in their dawning terror and ignorance – have christened Pariah Nexus. Each of these regions span interstellar gulfs, their malign energies radiating out through the webs of pylons from one world to the next, and blanketing swathes of the galaxy in a shroud of soul-crushing energies.

Where the cyclopean pylons rise to the skies, entire regions of realspace are cut off from the warp as though by a fractured wall of glass. Though the effect is not absolute, warp travel and translation, astropathic messaging and the manifestation of daemonic or psychic energies become vastly more difficult. Should the scattered nexus sites extend until their fields merge, Szarekh believes that the threat of Chaos could be defeated for evermore. Yet this is but one goal of his insidious plan, for the absolute absence of empyric energies would prove as detrimental to the lesser races as does its current ferocious excess. Living beings within the Pariah Nexus find themselves afflicted with a numbing despair that worsens over time, until eventually they slip into a fugue state and thence into irreversible soul-death. This fate leaves their physical forms mindless yet still alive – the perfect vessels for experimentation into the reversal of biotransference. Through his grand scheme, and with the Technomandrites' aid, the last Silent King seeks to provide his people with the means to reverse the damnation he brought upon them, and in doing so unite the Necrons that they might defeat those foes that endure to reclaim the galaxy at last.

THE AWAKENING EMPIRE

It is difficult to determine the true astronomic distribution of the Necrons' dynastic territories, for their worlds have been strewn to the galactic tides and are waking gradually. Those regions the dynasties lay claim to are clearer, however, and as their ranks swell and their legions march ever outwards, those domains grow more sprawling by the year.

CONTRA-EMPYRIC NEXUS
OROSKH
THE EYE OF TERROR
ALTYMHOR
MEPHRIT
CONTRA-EMPYRIC NEXUS
NEPHREKH
SARNEKH
THOKT
BLACKSTONE FORTRESS
TERRA & MARS
OGDOBEKH
CONTRA-EMPYRIC NEXUS
BLACKSTONE FORTRESS
CONTRA-EMPYRIC NEXUS
ORUSKH
SZAREKHAN

EMPIRE OF THE SEVERED
None can say what horrors of boundless artificial intellect may be developing within this realm of mindless terrors.

ZAPENNEC, THE REAVEWORLD
The reaving fleets of this piratical Necron world grow ever larger. Their tomb ships menace Necrons and lesser races alike.

THE LABYRINTH OF THANOTEP
A tesseract labyrinth the size of a world, this infinite prison trammels beings so terrible not even the Necrons dare enslave them for war.

BLOOD VATS OF ZANTRAGORA
The nobles of this world harvest endless specimens from every planet they encounter, ferrying them back for dissection.

STASIS DOCKS OF SEIDON
Though long shorn of accurate coordinates, still these docks send out fleet after fleet of invasion craft to fall upon random worlds.

TRANTIS, THE RAIDER'S MOON
Raiding further and further afield, the Necrons of this strange stronghold mass ever greater and more desirable riches.

SZAREKHAN
NOVOKH
BLACKSTONE FORTRESS
ORUSCAR
KARDENATH
NEKTHYST
SAUTEKH
CONTRA-EMPYRIC NEXUS
DYVANAKH
SEKEMTAR
T'AU EMPIRE
SZAREKHAN
SZAREKHAN
DAMNOS
NIHILAKH
CHARNOVOKH

THE ECHOING COIL
Within this spatial anomaly, the most unprincipled Crypteks of the Mephrit Dynasty craft hideous new weapons of war.

THE BONE KINGDOM OF DRAZAK
Here rules Valgul, the Fallen Lord, from his throne of splintered bone. With his one good eye he surveys his charnel kingdom of horrors.

THANATOS AND THE CELESTIAL ORRERY
Here lies the single most precious artifice of Necron technology in the galaxy. Well kept secret though it is, still it draws covetous foes in their legions.

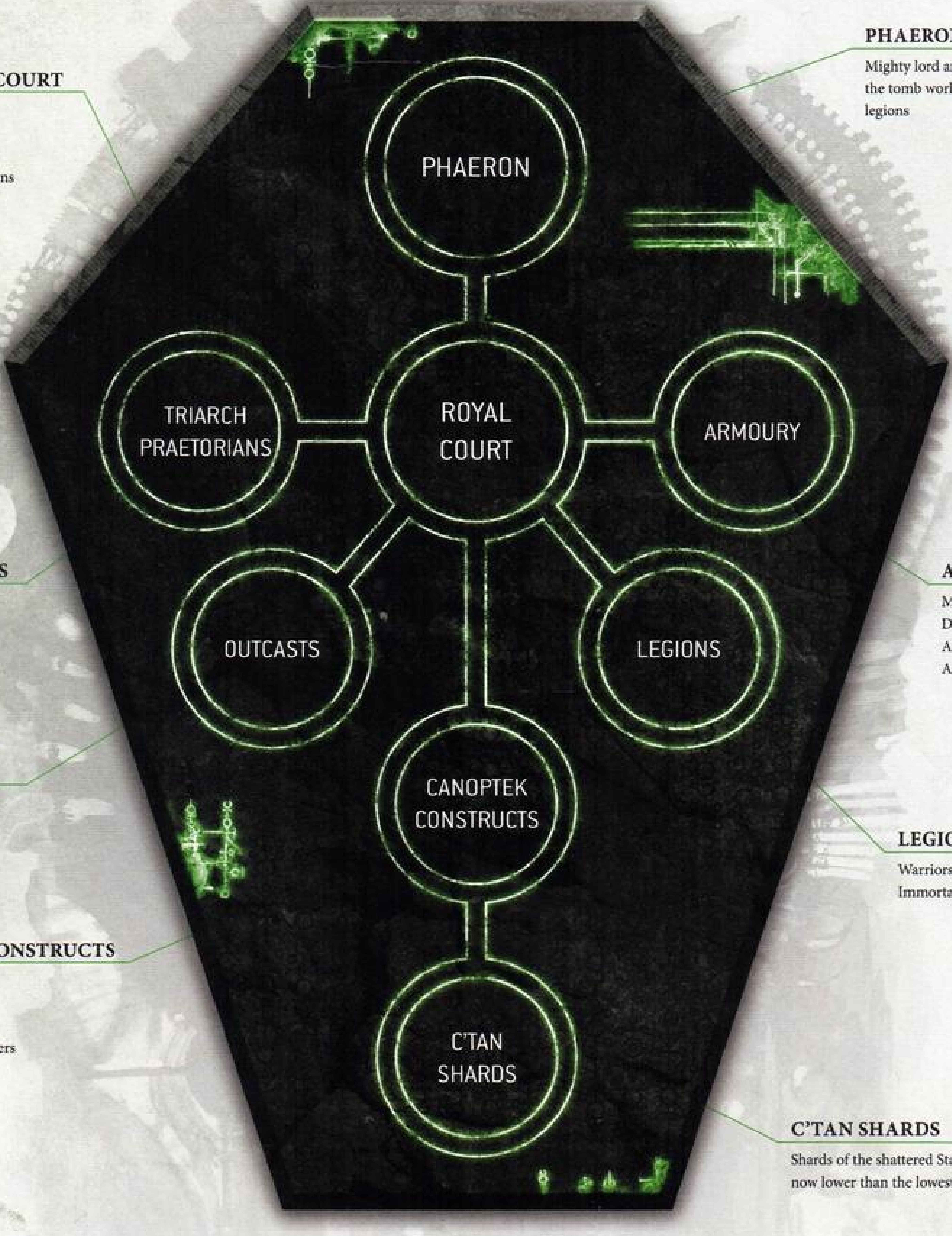
MOEBIUS, THE TWISTED CATACOMB
Few invaders who enter the corridors of the Nekthyst crownworld escape alive. Those few who do are never the same, their sanity blasted by myriad terrors.

TRAKONN OF TEN THOUSAND SPIRES
Though most of this dynasty's worlds have been annihilated, still the legions of the crownworld Trakonn fight on, searching for comrades and planets long lost.

MANDRAGORA THE GOLDEN
The seat of the Sautekh Dynasty is a fortified necropolis of unsurpassed majesty. Fresh legions march daily from its seemingly inexhaustible stasis-crypts.

GHEDEN, PLANET OF SHADOW
Fearsome indeed are the defences of this terrifying tomb world, and magnificently arrayed are its myriad defenders.

HIERARCHY OF THE NECRONS


PHAERON
TRIARCH PRAETORIANS
ROYAL COURT
ARMOURY
OUTCASTS
LEGIONS
CANOPTEK CONSTRUCTS
C'TAN SHARDS

ROYAL COURT

Overlords
Lords
Crypteks
Royal Wardens
Lychguard

TRIARCH PRAETORIANS

Triarch Praetorians
Triarch Stalkers

OUTCASTS

Destroyers
Flayed Ones

CANOPTEK CONSTRUCTS

Canoptek Spyder
Canoptek Wraiths
Canoptek Scarabs
Canoptek Doomstalkers

PHAERON

Mighty lord and ruler of the tomb world and its legions

ARMOURY

Monoliths
Doomsday Arks
Annihilation Barges
Aircraft

LEGIONS

Warriors
Immortals

C'TAN SHARDS

Shards of the shattered Star Gods, now lower than the lowest slaves

THE PHAERONS' LEGIONS

Every Necron world is organised to strict dynastic codes, from the glittering nobility who rule to the mighty legions that march out to enforce their masters' wills. Rare indeed is the tomb world that breaks from this rigid martial order.

Every tomb world is governed by its ruling noble, be they phaeron, Overlord or Lord. These rulers are surrounded by their Royal Court, an assemblage of lesser nobles – nemesors who command the royal legions, Royal Wardens who serve as lieutenants and bodyguards, menacing retinues of Lychguard and scheming knots of Cryptek viziers. Much politicking and intrigue goes on in these courts, for most Necrons who retained personalities after biotransference remained both ambitious and ruthless.

Most Necron rulers find the best way to promote unity amongst their vassals is to set them against a common foe. When the legions march to war, these determined and knowledgeable leaders become valuable assets to their liege-lords. Lesser nobles make regal battlefield commanders: Royal Wardens act as lieutenants, vargards or even diplomatic envoys, while Crypteks keep the dynastic legions on the march and unleash their strange cryptosciences to cripple the enemy and aid their own forces.

Another factor keeps the Necron nobility in order, both on and off the battlefield; the Triarch Praetorians – hands of the Silent King – stand as arbiters of the ancient dynastic codes, apart from the structure of the tomb worlds. The Praetorians possess the Triarch-given right to pass judgement upon the honour and conduct of all – even ruling phaerons. Normally, though, they restrict themselves to the battlefield, where they hang suspended by their gravity displacement packs as battle commences. From their vantage point, they assess the conduct of the foe. In rare cases they may deem an enemy truly sentient, and thus deserving of the ancient codes of honour. In such circumstances, frustrated Necron nobles find themselves forbidden from deploying dishonourable assets such as Deathmarks, Hexmark Destroyers and Flayed Ones. More often than not, however, they deem the enemy little better than vermin, and descend to join in their extermination.

THE PHALANXES

Most Necron legions are built around a core of phalanx upon phalanx of Necron Warriors. Neurally stunted and grindingly obedient, Warriors are spent freely by their uncaring masters. Most nobles are more concerned that their Warriors' adornments display their leader's status than they are with keeping these peons safe from enemy attacks. The Warrior phalanxes require constant direction – without this, they can manage little more than to hold position and shoot at nearby foes. Properly directed, however, their firepower and resilience make Warrior phalanxes ideal for pinning the enemy in place, grinding them into dust or blunting their most furious counteroffensives.

Most Necron legions supplement their Warrior phalanxes with formations of more elite – and substantially more self-aware – soldiery. From bands of tough and tactically independent Immortals to sharpshooting Deathmark Assassins and hurtling swarms of Tomb Blade attack speeders, the dynasties can draw upon a range of strategically specialised military assets to lend their legions the edge in battle.

DEADLY TREASURES

Necron nobles make no secret of the fact that they consider the vehicles of their capacious armouries to be more precious than the Necrons who pilot them or, indeed, the foot soldiers who march to battle in the war engines' shadows. The Necrons are a people who have always equated their vast technological superiority with an undeniable right to dominate. Every cosmically powered weapon and reality-warping engine is a statement that the phaerons possess the power to trammel stars and shatter gods. Thus is the armoury of each tomb world not only a concerted display of each ruler's martial might, wealth and status, but also a material manifestation of their right as a supreme being to create and destroy whatever and however they see fit.

OUTSIDERS AND EXILES

Some elements of their armies are held in contempt by Necron nobles, such as Canoptek slave-constructs, or C'tan Shards that are imprisoned as weapons or power sources. Yet there are other sects in Necron society that take to the battlefield alongside the legions, but who the nobility have little – if any – command over.

Foremost amongst these are the Destroyer Cults. While many strains of insanity have afflicted the Necrons, the nihilistic murder-madness of the Destroyers has proven pernicious and increasingly widespread. Destroyers eschew all notion of personal ambition, desire or hope, instead descending into a pit of cold and calculated hatred that sees them seek the eradication of all organic life. There are many sub-cults – from the Lokhust with their grav-sled bodies and heavy firepower to the blade-armed Skorpekh or the debased subterranean Ophydian – that share one common demand of the Crypteks, which is to have their bodies altered into whatever form they believe optimal for the slaughter of all living things. The Necron nobles employ Destroyers as shock troops, however they do not trust them; not only do many fear the Destroyers' madness to be infectious, but they wonder whom they will turn upon when all organic victims are slain.

The Flayed Ones, too, are feared and reviled by the rest of Necron society, exiled to languish in the horrific nether realm known as the Bone Kingdom of Drazak. They are afflicted with the hideous death-curse of the C'tan known as Llandu'gor the Flayer. Twisted in body and mind, Flayed Ones are drawn to the scent of blood, scissoring open the flesh of reality and spilling through from their ghastly realm to fall upon the Necrons' foes. The dynastic legions make every effort to avoid these beings, whose madness they fear as catching, but they can do little to stop the Flayed Ones from joining battles that are already under way.

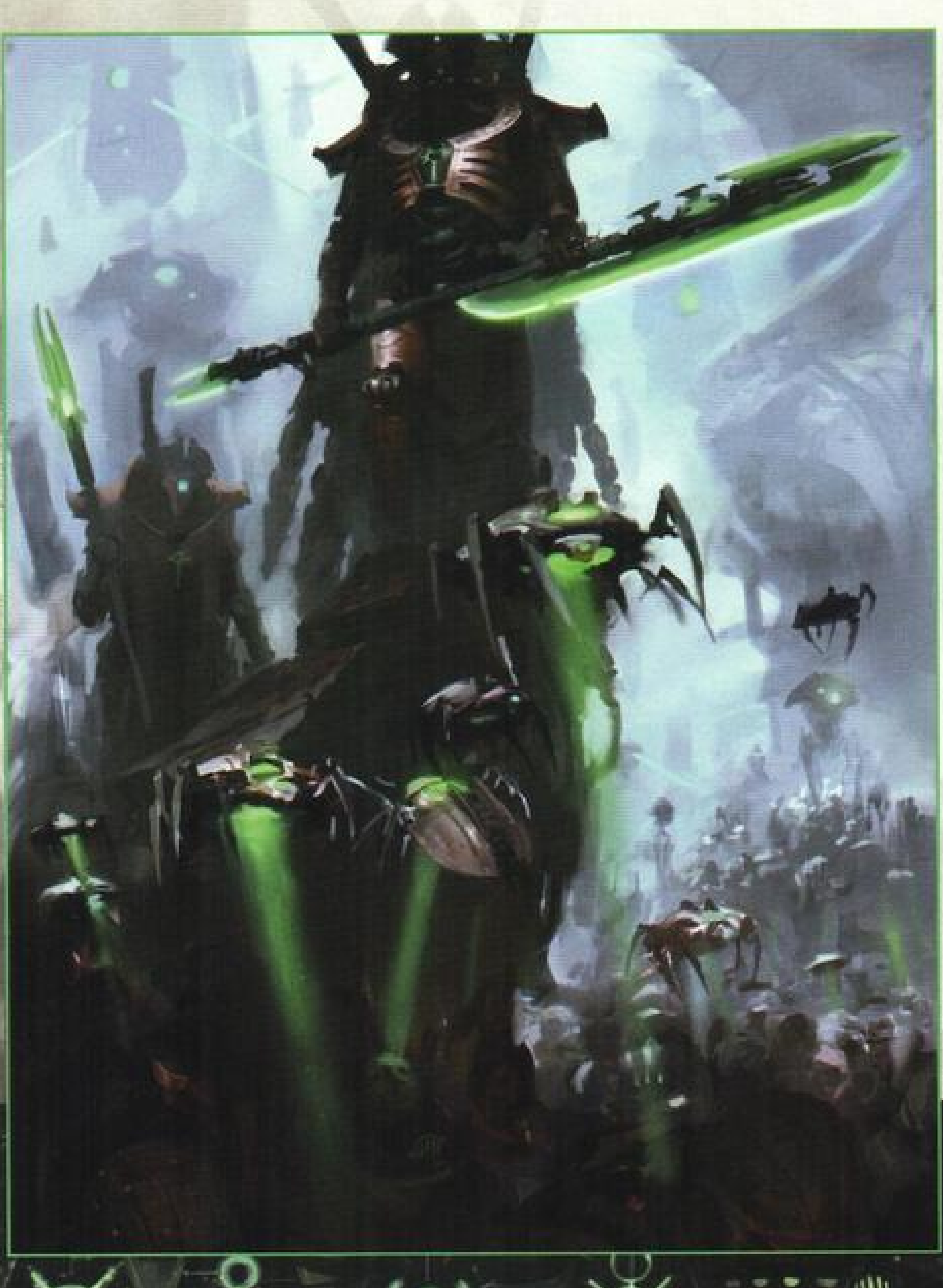
SZAREKHAN DYNASTY

If this dynasty was once known by a different name, biotransference – o the mental command of Szarekh himself – erased it from memory. Those of the Szarekhan Dynasty know only that it was from their number that the last Silent King arose, and that by his word they are to be considered pre-eminent. But with Szarekh's command protocols gone, many of their rival dynasties are less convinced.

The Szarekhan Dynasty were comparatively slow to wake. Their worlds had been scattered by galactic catastrophes, the greatest of which was the onset of warp storm Asmodeor in M18. Many of their tomb complexes had been destroyed, whether by natural disasters or the vengeful attention of the Aeldari, who had sought out Szarekhan worlds with particular venom. Nor were the Aeldari their only foes from ancient days – with Szarekh's command protocols severed, many dynasties awoke with a burning resentment towards the Szarekhan. Who were they to have set themselves above all, some nobles asked. Others blamed them for every horror of the War in Heaven, holding them to account for the perceived misdeeds of their absent leader. More than one rival dynasty acted violently upon such feelings and – between this hostile attention and that of the lesser races – it is a testament to the Szarekhan Dynasty's skills in strategy and martial artifice that they survived at all.

Yet survive they did, beset upon all sides but haughty in their sense of superiority. Their nobles believed with the fervour of prophecy that the Silent King would return and reward their loyalty. Many amongst the rival dynasties feared this might prove true. If the Szarekhan were undeserving, they asked, why then did the Triarch Praetorians ally themselves so readily to their cause, often fighting in the Szarekhan defence even against other Necrons? And why did their Crypteks evince skills in the crafting of weapons, armoured bodies and potent war engines more formidable than those of any other dynasty? It was not simply that they recruited the most skilled Crypteks, nor only that the revivification and repair facilities deep within the Szarekhan tombs operated with the greatest finesse and efficiency; no, this was something deeply buried in the Necrons' artificial psyches, something that manifested in an almost supernatural fashion so that even lesser dynasties subsumed into the Szarekhan totality soon exhibited these same traits. Was it some final blessing, bestowed by the Silent King to ensure that his people would always endure? This, at least, was the Szarekhan Phaerons' claim.

Now that Szarekh has returned, his dynasty hold themselves vindicated. Revealing ancient treasures and monstrous superweapons long hoarded against this day, the Szarekhan enclaves push rapidly outward, launching countless attacks to draw enemies away from the sites where the Silent King is raising his contra-empyric matrix. Many smaller dynasties have already flocked to ally themselves with, or else been willingly absorbed into, the Szarekhan ranks – after all, any who resist effectively declare themselves opposed to the will of the Silent King. In such an age of chaos and misrule, there are many Necron nobles who would surrender much to feel the unity and validation of a tyrant's hand upon their shoulder once again, and more who fear the consequences should they refuse.



SAUTEKH DYNASTY

LEGIONS OF THE STORMLORD

The Sautekh Dynasty has long been the most numerous and aggressively expansionist of all Necron dynasties. Indeed, many of the Necrons' foes could be forgiven for their mistaken belief that the colours of the Sautekh Dynasty are, in fact, the unified military panoply of the Necron race as a whole – it is their legions, after all, that have assailed the lesser races the most often.

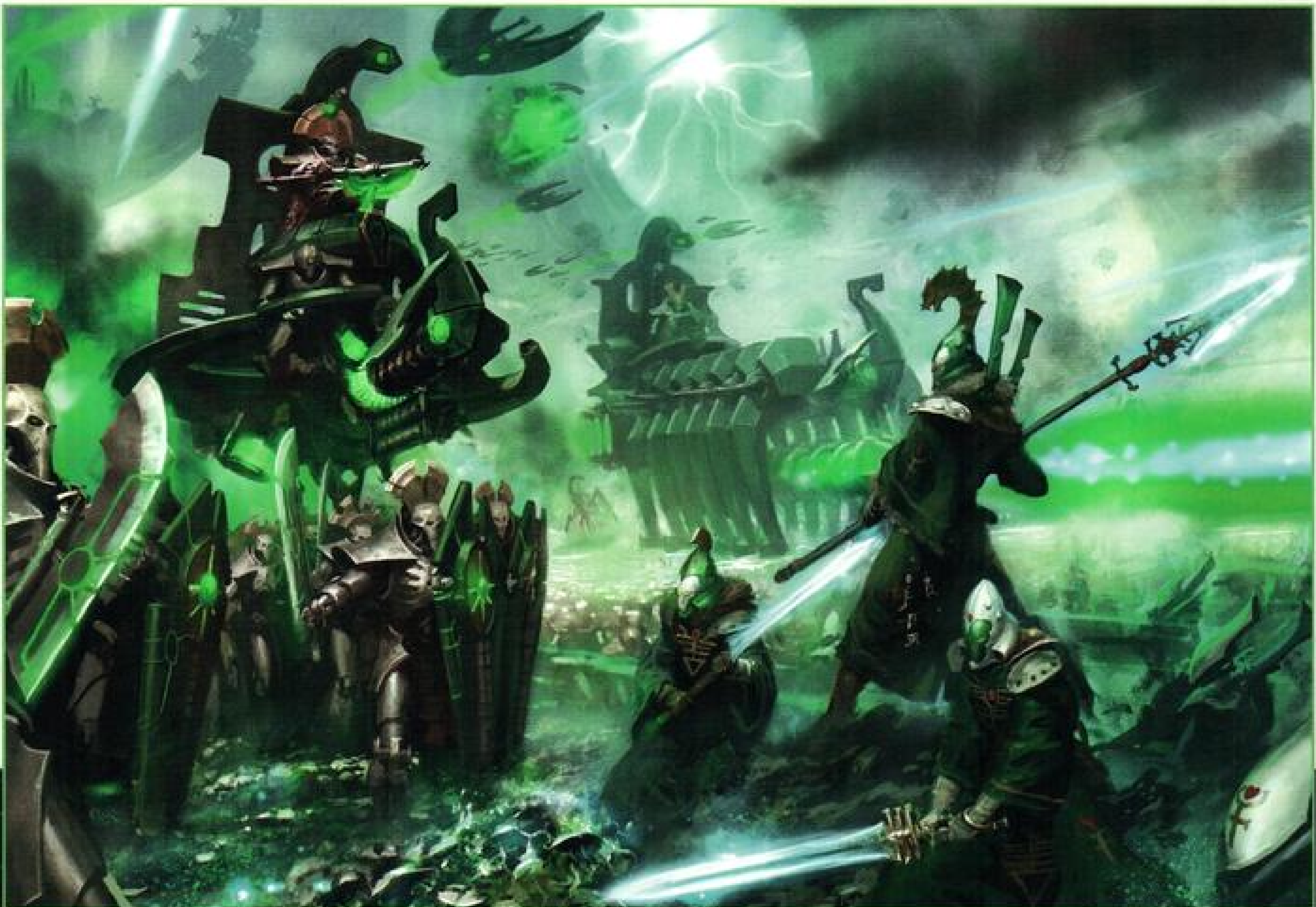
The crownworld of the Sautekh Dynasty is known as Mandragora the Golden, and it is the embodiment of the Sautekh themselves. Sepulchrally grim in its macabre magnificence and fortified on a scale that makes the notion of invasion seem a dark jest, Mandragora is a centre for military power, unimaginable riches and the singular obsession of ultimate galactic conquest.

This is but one world of the Sautekh Dynasty, of course – in the centuries since the first Sautekh tomb complexes awoke, this dynasty have claimed hundreds more – though Mandragora is undoubtedly their greatest. The Sautekh legions march tirelessly, the dynasty's entire focus bent upon marshalling ever more armies, raising ever more fleets and sweeping out through the stars to conquer ever more territories in the name of their phaeron, Imotekh the Stormlord.

It is from Imotekh himself that this relentless militaristic bent flows. Formerly a famed nemesor for those he saw as his superiors, Imotekh claimed the throne from those same nobles when they proved unable to set aside their own petty squabbles. From that day onwards, the Stormlord shaped the destiny of his awakening dynasty, focusing their every effort towards unifying the Necrons and ensuring their dominance over the upstart lesser races.

The Sautekh Dynasty does not restrict its conquests to the worlds of other species. Imotekh's legions have swept over numerous dynastic territories during their relentless expansion. Those who offer ready allegiance are swiftly subsumed into the Sautekh Dynasty, often accorded substantial honour for their willingness to accept unity over personal pride. Those dynasties that resist are subjected to the full might of the Sautekh legions, albeit they are usually accorded the dynastic codes of honour. Once humbled they are absorbed all the same, though in a far more brutal fashion than capitulation would have earned.

The results of the unending Sautekh conquests are that their legions are immensely numerous and their arsenals replete with mighty war engines. When Imotekh stretches out his living metal talons he can darken the skies with invasion craft, unleash the fire of thousands of massed war engines and send infantry phalanxes beyond number to crush his foes. While the territory held by the Sautekh Dynasty does not yet rival that of many lesser races, still it is an immense swathe of systems for a few centuries' conquests. If Imotekh's advance continues, there is no telling how vast the Sautekh empire may one day become.



NIHILAKH DYNASTY

DESTINED FOR CONQUEST

The Nihilakh Dynasty have garnered a fearsome reputation amongst the galaxy's younger races since their worlds began to awaken. Though often steady and defensive, they are nonetheless ruthless conquerors and deadly foes.

As they began to rise from their Great Sleep, the Nihilakh discovered that much of their ancient territory had been invaded. Faced with the very real danger of being overrun, their surviving nobility consolidated the dynasty's strength upon their crownworld of Gheden. This proved a wise move indeed.

The Nihilakh had always been a tremendously rich dynasty, and had funnelled much of their vast resource-wealth into Gheden's hyperspatial vaults. Now they drew upon their hoard to fashion legion upon legion of war engines, raise mighty defences and equip their warriors with the finest weaponry imaginable. The lesser races hurled their armies against the newly fortified borders of the Nihilakh Dynasty and were rebuffed with devastating casualties. Moreover, once attacked the arrogant and imperious Nihilakh nobles would not rest until the perceived impudence of the attackers had been punished with utter annihilation.

The well-appointed Nihilakh legions had another advantage in this war for survival; greatest of the dynasty's cosmic treasures was the preserved head of the Yth Seer – the last of its race and a means by which the Necrons could peer into the skeins of the future. Armed with such prescient intelligence, the Nihilakh struck precisely where and when they needed to in order to crush any interlopers, transforming their defensive stance into a more offensive march of conquest. Now the Nihilakh legions are on the march, seizing and heavily fortifying new territories with noctilith pylons before advancing again. They have openly aligned themselves with the returned Silent King, and seek nothing short of galactic dominance for their people.

NOVOKH DYNASTY

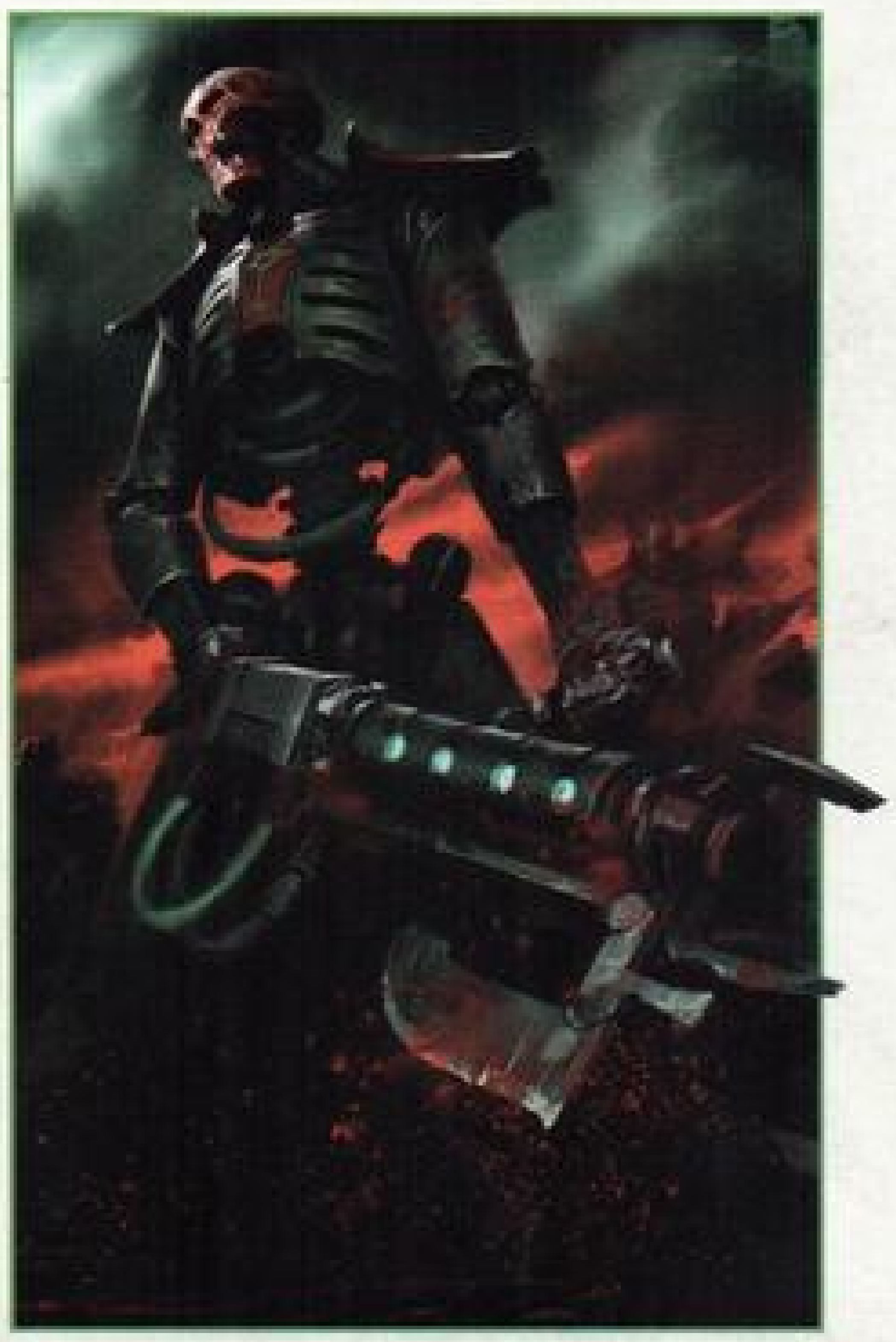
BLOOD-SPATTERED BUTCHERS

Before biotransference, the Novokh Dynasty was infamous for its long and elaborate blood rituals, and for the naked savagery of its armies. Though unrecognisable as those hosts from prehistory, their legions retain this bloodthirst.

Few Necron legions are as frightening to face in battle as those of the Novokh Dynasty. It is one thing to witness flesh-and-blood warriors slashing a path through their foes, but to see glassy-eyed androids move from methodical, mechanical killing to ever more frenzied industrial slaughter is another scale of horror entirely. The Novokh offer no quarter, no mercy for their victims. Instead they hack them apart like lunatic butchers set loose in a pen of livestock. They do not stop killing until their living metal bodies are drenched in gore and their victims are naught but dismembered meat.

The reason for this gruesome spectacle is that the memories of their dynasty's blood rituals still linger in the personality engrams of the Novokh Necrons. Though they can be ponderous, almost somnolent before a battle's commencement, once their enemies' blood starts to flow those engrams are triggered. They provide the Novokh soldiery with surges of vigour and aggression that prove near narcotic, while enlivening the blood-spattered Necrons to an ever more dangerous degree.

Taking full advantage of this trait, the Novokh nobility field vast numbers of infantry assets headed by bands of blade-wielding Lychguard. These they augment – many would say recklessly – with those of their dynasty who have fallen to the Destroyer curse. Such a force possesses numbers and resilience, yet its true might is revealed once its gestalt bloodlust awakens and the butchery begins. Employing these tactics, the Novokh phaeron – Galmakh the Moon Killer – has driven his legions relentlessly outwards from his crownworld of Dhol VI in one gory conquest after another. They have crushed greenskins and Humans alike, and show no signs of slowing.



AT FIRST INSPECTION IT APPEARS THE NECRONS ARE A UNIFIED XENOFORM SPECIES. HOWEVER, FURTHER SCRUTINY REVEALS FASCINATING CULTURAL DIVERGENCES... MIGHT THIS BE AN INDICATION OF TRUE SENTIENCE IN THESE ALIEN ANDROIDS?

MEPHRIT DYNASTY

THE SOLAR EXECUTIONERS

The Mephrit Dynasty are infamous for their destructive excesses. In the time before the Great Sleep, they were the planetary headsmen of the Silent Kings, employing incredible star-killing weaponry to exterminate entire systems.

Once, civilisations all across the galaxy knew to dread the Mephrit Dynasty. When an example needed to be made, or a redoubtable opponent shattered, it was they who executed the deed. Employing spaceborne weaponry of incalculable power, the Mephrit mercilessly slew the stars that gave enemy systems life, leaving their foes frozen in the void or annihilated in seething storms of stellar fire. Many of the other Necron dynasties found such conduct dishonourable and distasteful; few lauded the Mephrit for their deeds, despite the fact that countless interstellar campaigns were swiftly and decisively concluded in this way. Their peers might have scorned their methods, but none would have been foolish enough to court the Mephrit Dynasty's displeasure. In the end, the Mephrit themselves were satisfied that to be feared was an even greater boon than to be accorded honour and respect.

The millennia have not been kind to the Mephrit Dynasty. Though many of their tomb worlds survive intact, the dynasty's phaeron – Khyrek the Eternal – was slain by pernicious Aeldari infiltrators while he still slumbered. Worse still, the Mephrit have awoken to find their grand weapons of solar execution lost or destroyed by the violent caprice of an uncaring galaxy.

Rule of the Mephrit Dynasty is now hotly contended for. Ambitious nobles such as Zarathusa the Ineffable, Eknothet the Glorious and Anubitar of the Thousand Victories strive to outmanoeuvre one another, proving their supremacy through military victories and deeds of grandeur. In truth, though, the first to reclaim the ability to murder stars will surely reign supreme. It is for this reason that several contenders have now turned to the Technomandrites for aid.

NEPHREKH DYNASTY

WARRIORS OF THE GOLDEN STARS

The trinary stars of the Nephrekh crownworld, Aryand, provide an overwhelming bounty of solar energy that has benefitted this dynasty greatly. In a galaxy of constant war, however, they have been forced to fight in order to keep what is theirs.

When the tomb complex deep beneath the surface of Aryand stirred to wakefulness, its inhabitants emerged to find that the legions of the Altymhor Dynasty had laid claim to their world. These rivals had been drawn, in part, by a desire to enslave the Imperial settlers who had long basked in Aryand's solar bounty. However, the Altymhor had also sought to harness the energies of the trinary stars for their own military use.

The Nephrekh phaeron, Sylphek, wasted no time in fighting back. The Great Sleep had corrupted Sylphek's personality engrams and left him not just appreciative of his crownworld's neighbouring stars, but completely obsessed by them. He was incensed by what he saw as the desecration of his dynasty's sacred rites; the campaign for retribution that Sylphek led was lightning-swift and ferocious, soon driving Altymhor Necrons and Imperial forces alike from the system.

Since that day, the Nephrekh have basked in the light of their stars. Harnessing these energies has allowed them to amass arsenals of doomsday weaponry and other potent technologies with which to blast their foes to ashes. Sylphek's obsessions have also played their part, for his desire to be draped in the molten glory of his stars led his dynasty's Crypteks to fashion him skin of living metagold that – through advanced hyperalchemical processes – allows him to transform into pure light and cross incredible distances in an eye-blink. Believing himself a celestial deity, Sylphek has since bestowed this golden form upon his most trusted Overlords and other lieutenants, and has even had the technology worked into the burnished bodies of his lesser soldiery. Now, the grand legions of the Nephrekh Dynasty advance in gilded magnificence, stuttering and blinking across the battlefield with terrifying speed.

MYRIAD DYNASTIES

The War in Heaven took its toll upon the Necron dynasties, annihilating many entirely. Time has seen more still eradicated as tomb complexes have slipped into true and abiding death. Still, a vast number of dynasties remain, each with their own tomb worlds, unique heraldry and cultural and military predispositions. Indeed, there are far more dynasties abroad amongst the stars than even Humanity's darkest nightmares would envision.

The shifting void rifts of the Hyrakii Deeps hide the coreworlds of the Thokt Dynasty, which orbit the massive crownworld of Meghoshta in a stately dance across the aeons. Smaller, heavily weaponised planetoids orbit them in turn. Wreathed in sparking cerulean energy, the crystalline continent-tombs of the Thokt Dynasty feed upon the radioactive power of the void rifts that surround them, the sky overhead thick with rippling darkness and flickering blue comets. As their armies emerge from their stasis-crypts and march to war, dull metal skulls reflect the cold sapphire stars far above.

Though far from the largest or most prolific, the Thokt Dynasty is arguably one of the most dangerous upon the field of battle due to its lethal and insidious weaponry. Harnessing the potent radiation in which its worlds bask, the Thokt Crypteks have incorporated rad-receptors into the weaponry of their soldiers. This advancement gives its legions an eerie aspect, causing a shimmering azure glow to radiate from them in waves. It is far more than an aesthetic modification, of course; the multi-spectral radiation that rolls off the metallic bodies of their soldiery is debilitating in the extreme to their foes. The icy lethality of the Hyrakii Deeps leave the foe weakened and in agony, easy prey for the merciless legions of the Thokt.

THE PERNICIOUS AND THE PARANOID

The Nekthyst Dynasty have always been synonymous with dubious and dishonourable conduct. Rarely did they adhere to the dynastic codes, for they sought always to employ the most expedient route to victory – even if that came by duplicity, misinformation or assassination. So disenchanted did the Triarch become with the conduct of the Nekthyst that – during the reign of Phaeron Oblis the Enslaver – they denied the dynasty aid when its crownworld of Moebius came under ferocious Ork attack.

The devastation wrought by the greenskins was terrible, but not total; though they lost much, the Nekthyst Dynasty survived as a jaded and hateful presence. They replaced their former magnificence with harsh, blackened copper carapaces and turned their backs upon the wider Necron race. They now employ any means necessary to protect their domains, no matter how ruthless or contemptible, and spit readily upon the so-called great dream of galactic Necron rule.

The Ogdobekh Dynasty, in comparison, benefitted greatly from their own rather deviant practices; an unusual pact, believed to have been forged shortly after biotransference, saw the nobility and Crypteks of this dynasty accorded equal status. Ogdobekh armies were occasionally even led by conclaves of Crypteks, and were always well served by efficient Canoptek Swarms and magnificent war engines.

Over time, however, the Crypteks of the Ogdobekh Dynasty became arrogant, while their phaeron, Anathrosis of the Black Star, became ever more paranoid that his upstart viziers would one day try to take power for themselves. As the Great Sleep approached, Anathrosis insisted upon veritable armies of Canoptek constructs, slaved to his will alone, that could restore his legions swiftly to glory should they be compromised. He saw to it that his tomb complexes were built with triple-layered backup systems, each element built by rival Cryptek conclaves guaranteed not to collude, and again exclusively bound to Anathrosis' command.

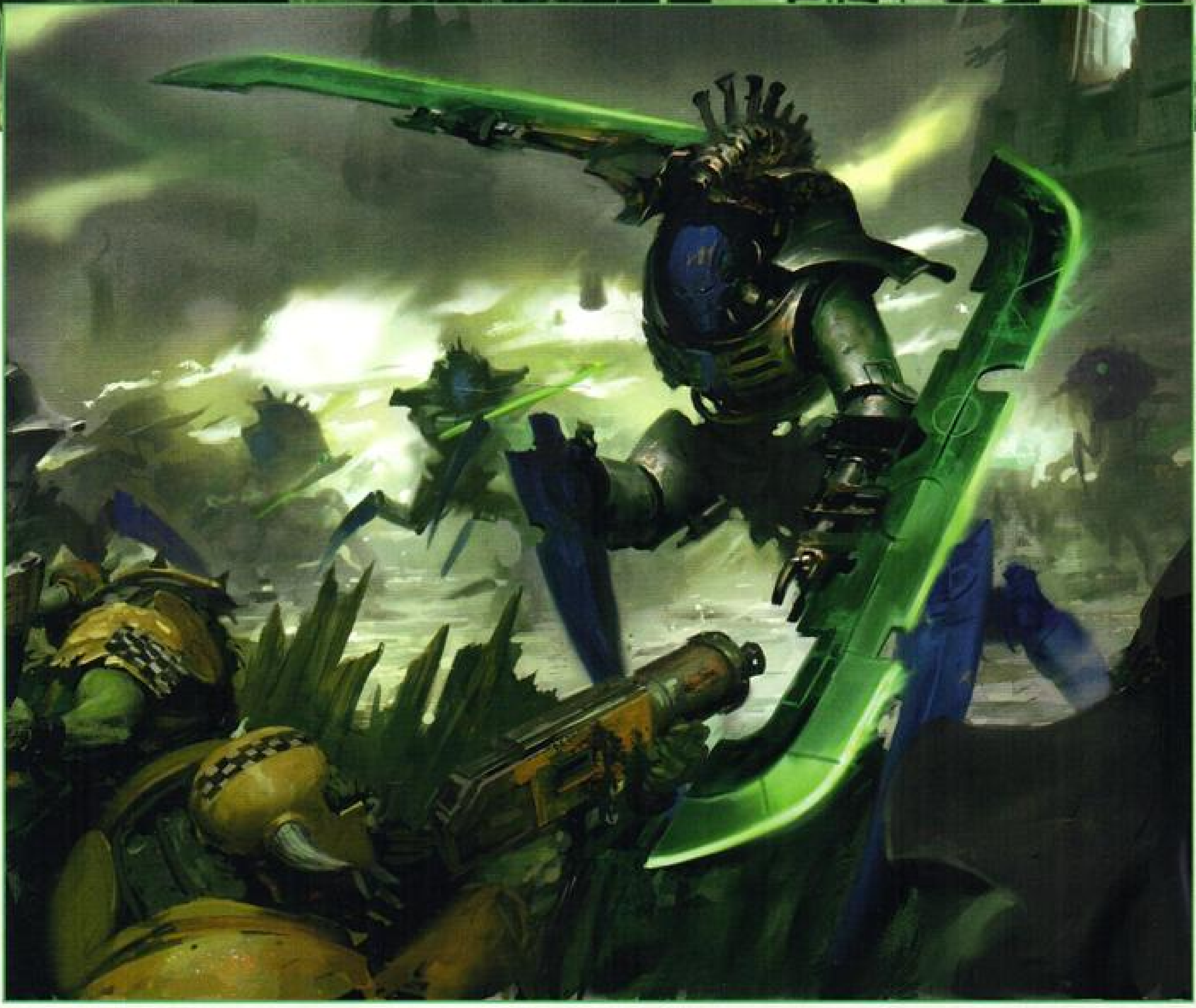
All this additional security proved to be of immense value during the Great Sleep; when the dynasties awoke, the vehicles, constructs and warriors of the Ogdobekh emerged from their tombs all but intact. Though its leader remains paranoid and its Crpyteks are still troublesome, the dynasty has conquered great swathes of territory ever since.

THE MANY LEGIONS

So many fragmented or comparatively minor dynasties are there, that even the returned Silent King does not know of them all. Some, though, are infamous amongst the Necrons, either for their methods or their turbulent histories.

The Charnovokh Dynasty, for example, were ravaged by the coming of the Tyranid hive fleets, and now cling defiantly to the edges of the Eastern Fringe. Though they have lost much, this means that only their strongest and most determined nobles and legions have survived. Setting aside any notion of politicking, the elite armies of the Charnovokh now fight with cold fury to reclaim what they have lost. Needless to say they have proven willing subjects for Szarekh since his return, for they know that, ultimately, he alone recognises the dire threat that the Tyranids represent.

The Oruscar Dynasty, by comparison, possess plentiful military power. They are cautious and defensive, however, for they guard a treasure of inestimable power and must be ever ready to defend it. Deep beneath the surface of their crownworld, Thanatos, lies the Celestial Orrery – a perfect replica of the entire living galaxy wrought in precious metals, shimmering energy and irreplaceable cosmic technology. As the galaxy changes, so the Orrery shifts in real time to reflect this, and hundreds of Oruscar techno-seers study its every nuance to inform the movements of their legions.



More amazing and terrifying still is that, with the greatest care and precision, the Orrery can be used to affect the galaxy in turn, even fashioning black holes or snuffing out stars. Fortunately for the younger races, the Oruscar see themselves as celestial custodians, rarely employing their power unless in greatest need. Others are less cautious, however – the Oruscar's phaeron, Hakmephet, currently lies besieged by the xenocidal legions of the Kardenath Dynasty, who wish to unleash the full destructive potential of the Orrery, and remain obstinately blind to the ghastly consequences for reality itself should they succeed.

STRANGE HOSTS

The might of the skeletal Necrons is not limited to conventional dynastic legions alone. Bitter outsiders, resentful exiles and malevolent aberrations abound in the wake of the Great Sleep, and many have fashioned Necron armies of their own.

Thaszar the Invincible, for example, has proven a perilous foe to all who stand before him. After his awakening, the self-styled and highly eccentric Pirate King seized the tomb world of Zapennec. Having manipulated the world's master program into making him phaeron, Thaszar remade Zapennec into the Reaveworld, building a mighty fleet from drifting wrecks and beginning a campaign of terror against the lesser races.

Then there are the Haunted Legions of Sarkon, crownworld of the Empire of the Severed. Long have the Necrons dreaded this awful region, for here catastrophic radiation storms created a dynasty's worth of isolated worlds. As though such a thing were not bad enough, however, now there are reports of Necron armies issuing from this region in great number. Ethereal after-images are said to dance about their bodies, and they move with such eerie synchronicity that they seem driven by a single, god-like will. As yet, reports of these legions falling upon outlying fringeworlds and – by some supernatural process – rendering them severed remain unsubstantiated. If they are true, however, then the Haunted Legions represent a terrifying threat to what remains of the Necrons' collective souls.

The threat of the Destroyer Legions, meanwhile, is clear. None can say whether it is natural degradation or some strange side-effect of the Great Rift's opening, but the madness of the Destroyer Cults spreads faster through Necron society than ever before. Nobles turn to nihilistic slaughter in alarming numbers and, in a few rare cases, the entire upper echelons of tomb worlds have dedicated themselves and their servile legions to this morbid cause. With the more unscrupulous Crypteks helping to fashion new varieties of Destroyer all the time, and ghoulish Flayed Ones flocking to the bloodshed they create, these legions of the lost and the insane carve bloody paths across the galaxy.

It was during the last days of the War in Heaven that the doom of the Yngir came upon them. It was not a sudden thing, this storm whose wrath was to break upon the elder deities, whose violence was to enfold them, shatter them into broken shards and cast them ever more into shackles beneath the lowliest of things. Perhaps if they had been more watchful, the gods would have seen and halted what came next while the storm still gathered, while the winds of fate were rising. Perhaps they would have remained divine. Yet we of the tribes of Eldanesh and Ulthanash, we know better than any how pride may lay even gods low.

So it was with the Yngir.

Long the War in Heaven raged. In some tales its dawning came with the first rays of the stars themselves, as the shadow that needs must be cast alongside the light. In others it was a fire, a hungry and knowing flame that spread through the veins and arteries of the void and wrought all that it touched unto blackened ash. Alternative myths tell of the war as an oghyr both petty and unworthy, the changeling child of ambition bred of jealousy and spite that soon outgrew those who birthed it and sought to devour them all.

Insatiable was the hunger of that first and greatest war.

It burned worlds, crushed them to dust in its unmerciful grip or ground them to ruin within its cavernous maw. It left untold destruction in its wake and through the ruin the Yngir came dancing. Had they heard the music of endless slaughter and come to bring the performance to its crescendo? Did the Necrontyr call upon them in their despair, and so invite across the threshold that which would both save and damn them?

Was it all but a horrible chance?

First did Mephet'ran bring his offer of kinship, the Deceiver singing poisoned promises from a silver-gilt tongue. To all the Silent King listened and gave his blessing. Then came the days of dark sacrifice, the soul-spend, the time of reapers' plenty when the Ghost Arks prowled, the unwilling screamed for mercy and the uncaring furnaces roared with the oghyr's voice.

There was death, and there was life's cold echo.

Then there came a time when the oghyr walked the blood roads between the stars in manifold guises, and the glittering hordes marched upon the fastness eternal while the Yngir soared on high. The labyrinth was flayed bare, its twisting ways trammelled and its secrets turned back upon those who first had whispered them. The Old Ones perished in that terrible age. The Yngir drank deep of their potent souls and then did they blaze like darkling stars.

Yet already the storm was rising.

Already the banshee's vengeful keening carried upon the bloodied winds. The oghyr had feasted unto satiation. The fire, still raging high and hot, had burned all that which might sustain it. In their moment of surpassing triumph the Yngir were vulnerable, for they had given much of themselves to at last cast down their age-old foes.

They did not grasp the depths of loathing that their tainted gifts had conjured.

About them they saw only slaves, savage and simple beings content to feed the dying fires. They should instead have seen blades, each wrought from a billion pinpricks of starlight, yet no less sharp for their fractured form. They should have seen the doom that they had fashioned from their own cunning cruelty. The Yngir had promised allegiance then demanded worship. Now they would know retribution fit to shake the stars from the heavens and cast them blazing from the skies like the tears of Isha.

The blows fell swift and terrible as, at last, the storm broke.

Upon the Chymeric Way they fell upon Aza'gorod, the Nightbringer, that which the Aeldari knew as Kaelis Ra – fear in corporeal form who sowed the fields of nightmare, whose shadow loomed long in mortal thoughts and entwined eternal with death's embrace. With the Eye of Kathan'ta they set the gaze of the celestial many upon Aza'gorod, and in so doing did they burn away the shadows that coiled about it. Sudden was its sundering, cataclysmic its demise, and the shards of its shattered form fell glinting into the void.

So fell Aza'gorod, the Nightbringer.

Mephet'ran had first come before the Necrontyr as emissary, as oath singer, as a fashioner of falsehoods. The Deceiver it was, and a thousand echoed whisper-names besides, for so woven was falsehood into its fabric that even Mephet'ran knew not where its own

truth began and its lies found their end. Amidst the maze of endless beginnings did its doom come upon it, for the slighted servants brought to life the singing spheres and by their song was the Yngir wrought apart.

So fell Mephet'ran, the Deceiver.

Greatest and most terrible of all the C'tan was Mag'ladroth – the font of immortality, the forge of substance, that which was known as the Dragon. Yet about Mag'ladroth's neck had hung the Talismans of Vaul, and by the light that spilled from within them had a secret weakness been revealed. Broken too fell the Dragon by the hand of the oghyr and the crimson glow of the prison sempiternal. Thus lay his work unfinished evermore.

So fell Mag'ladroth, the Dragon.

Most reviled by the Unspeaking Lord was Iash'uddra – that which birthed in the minds of mortals the sickness everlasting, that which walked always three steps behind, which saw through the eyes of all, that was named as the Endless Swarm. The sorrow of the void it was that brought Iash'uddra to the mortal brink and severed its bonds beyond sight. In its breaking were the thousand tides of misery released upon the stars, yet in its casket at last it lay.

So fell Iash'uddra, the Endless Swarm.

The mirth of all cruel things was Nyadra'zatha, who was called the Burning One, the Immolating Glee and the Breath of the Infinite Pit. All things were its kindling for its will was the searing that blackened the strands of aeons, and its ravenous touch no thing of the real nor the Echo-realm might endure. It was the pyre of the labyrinth, the torch of the ziggurats lost, the reaping winds of ember-blight. How came that thing unto its end no record speaks, but that a single etching upon a single wall upon a single world shows the Silent Lord himself laying the spear unto its molten heart.

So fell Nyadra'zatha, the Burning One.

Once begun, the storm could not be stayed, the scythe's reaping arc could not be halted, the oghyr's last rampage could not be held at bay. As though the stars themselves were wrapped in the velvet veil of the void's last mourning, so the Yngir one by one were laid low and their poisoned lights extinguished evermore. They fell and in their falling changed all that was real.

In their millions did the risen slaves fall upon Llandu'Gor, the Flayer, the Lidless Eye, and with the blades unforged they extinguished all that he was. So was his last curse loosed upon his slayers. They knew not what they wrought, but that it was vengeance, yet all pay the price even still. The Outsider, Tsara'noga, had fallen already to the trickery of the Laughing God, yet in its madness had it become terrible indeed. None could slay it for its terror was too great to endure. Some tell that the Outsider rent itself asunder and was taken in its turn. Others warn that no prison ever trammelled it, that it alone of the Yngir never fell and that one day it will return. Kalugura, the Silent Cry, was entombed eternally upon the word of the Unspeaking. Yggra'nya, Moulder of Worlds, was bound, twisted and broken asunder by its own cosmic powers. Thyssak'lha, the Walking Blight, the Shadow that Withers Worlds, was lured through the Inevitable Gateway and broken within the void beyond.

So ended that which cannot end.

As the mirror struck by the grieving fist of sorrow, as the web that in its spinning so unwinds its strands, the Yngir were broken and rent, and into shards they fell. Yet theirs was the fire undying, the weft of the tapestry eternal, that which always is. They did not pass beyond, but rather lingered as a scream whose echoes fracture and fracture again, each portion but a stunted repetition of all that gave that first cry life, repeating endlessly, purposelessly, yet raw and powerful still.

Even broken and debased, the Yngir had not suffered enough.

In tesseract shackles and fractal oubliettes were they bound. In the white heat of hate were their chains wrought, and cold as the void they were as they wound about the shattered echoes of the gods that came before. Fundamental and eternal rolled the waves of ruin across the starlit void for, as the Yngir were broken, so too was reality itself, yet the Necrontyr cared nothing for the harm they wrought. Slaves had become masters, and masters enslaved would be unto the last days of the Rhana Dandra and beyond.

- Extract from Aeldari lore, the **Book of Mournful Night**, *the Dirge of Stars Extinguished*

THE SILENT KING

SUPREME RULER OF THE NECRON DYNASTIES

Last of the Silent Kings, Shatterer of the Star Gods, Defeater of the Old Ones, Bringer of Unity, Master of the Final Triarch, Wielder of the Sceptre of Eternal Glory – these are but a handful of the grand titles earned by Szarekh, the ruler of the Necron race. His endless honorifics paint a glorious picture, but in truth his gleaming image is tainted by an inner darkness few see.

Few beings in the galaxy possess the might, wisdom and sweeping vision of Szarekh, Last of the Silent Kings. During the nightmarish transition of biotransference, it was Szarekh who emerged with the most powerful and advanced of all the bodies gifted to the newly fashioned Necron race. His neurological and sensory architecture – while wholly synthetic – is more advanced and precise than anything flesh and blood could emulate. His powerful android form is mechanical perfection on a level that no sentient being now alive could replicate – smooth and graceful in its every motion, irresistible in its strength and regal and intimidating in its magnificent presence. Neither mental nor physical ailments can ever afflict the Silent King. His mind remains more wholly his own than any amongst his people, for he was ever their ruler and did not endure the perils of the Great Sleep or subsequent revivification that have driven so many Necrons mad.

For all this, Szarekh suffers, as he has suffered ever since he realised the purgatory to which he consigned his people. Millennia have heaped upon millennia and still the Silent King's guilt remains as jagged and bitter within him as once it was. His sorrow and horror have been preserved by his mechanised mind as perfectly as has every single memory, thought and feeling Szarekh has experienced since the day of his biotransference. It can be said with certainty that such an impossible burden as this would have driven even the most resilient of living beings to madness and self-destruction aeons ago.

Szarekh, though, is not truly living, and his torments have not destroyed him. Instead they have honed him into a being of horrifying and singular determination. The Silent King has a plan, for his people and for the galaxy, and he knows that he is righteous with the inescapable, unwavering certainty of a god – of a machine. Szarekh's will is a star erupting in supernova, a comet colliding with a doomed world; he is as inevitable as time and tide. The Silent King seeks nothing less than final atonement for the fate to which he consigned his race, and none shall be permitted to stand in his way.

Szarekh was not always so singular in his obsession. When the end of the War in Heaven came and the last of the C'tan had been shattered, he recognised that his people could not withstand further conflict; the allies and servants of the Old Ones were circling, wary but vengeful, and so he ordered the Great Sleep. Szarekh envisioned a future where their enemies would be defeated by strife and time. The Necrons would arise unsuspected from their long sleep. They would seize control of the galaxy using their deathless bodies and cosmic weapons, and then – freed from conflict and unshackled from the ravages of time and mortality – they would at last devise a way to reverse biotransference and therefore expunge Szarekh's sins. The Silent King would not share in this process, however – for himself Szarekh chose exile aboard his vast, city-sized warship, *Song of Oblivion*.

Szarekh took many of his own dynasty with him into the intergalactic void, entombed within stasis-crypts of their own but awakening in regular cycles to crew and garrison his vast ship. None amongst the dynasties truly knows what the Silent King sought beyond the stars; detractors like Imotekh or Zarathusa the Ineffable claim he fled with no more intent than to escape his crimes. Others – Phaeron Asmothep of the Szarekhan Dynasty and the Royal Court of Nihilakh not least amongst them – believe he had a greater purpose. Perhaps, some speculate, Szarekh even sought a cure for biotransference in the lightless realms beyond the galactic rim. Maybe he intended to travel to other galaxies entirely, and there find the solutions to his peoples' woes.

None but Szarekh himself knows the truth and – as with many of the more troubling mysteries surrounding the Silent King – his race find themselves unable to recall whether they themselves ever knew the answer. From which dynasty did Szarekh originally hail? What characterised his rule before biotransference? When precisely did he return to the galaxy, and for how long did he operate from the shadows before openly declaring his return? Even beings like Orikan the Diviner, who was once Szarekh's court astrologer, find strange gaps in their artificial memories concerning such things. More unsettling still, they rarely seem able to focus on these doubts long enough to seek any answers.

For all the gaps in recollection that veil elements of Szarekh's life, at least his motivation for returning to the galaxy appears straightforward. The Silent King abandoned exile to save his people from the menace of the Tyranids. It is said that he encountered dormant hive fleets flowing through the intergalactic darkness towards the galaxy he had left behind, and recognised the perils they represented; what if they devoured all life before the Necrons could reverse biotransference? Worse, what if Szarekh's people had already managed their apotheosis just in time to be devoured in turn? Supposedly driven by pure altruism and a desire not to fail his people again, Szarekh turned the *Song of Oblivion* back towards the distant glimmer of the stars he had known so long ago.

This story in itself has holes. What did Szarekh witness, and on what scale, that so convinced him of this omnipresent peril? How did he chance across the encroaching Tyranids amidst the near infinite gulfs of space? Questions of pretext and motivation have been raised, however briefly, by the more rebellious amongst the Royal Courts, and whispers persist that the Silent King harbours some other, deeper agenda. Few find themselves able to sustain their doubts for long, however, and for those who do the Triarch Praetorians are never far behind.

HANDS OF THE TRIARCH

Szarekh is ancient to a degree that makes the Primarchs themselves appear short-lived by comparison. In all the long millennia he has lived, the Silent King has honed one skill above all others; he is a master of winning the loyalty of all those he can, and of coercing or tricking all those he cannot into serving him regardless. Some, of course, serve him all too willingly – those who remember Szarekh as the great saviour of their race, or who hold loyalty to the Triarch above all other considerations. The Triarch Praetorians are foremost amongst these. Having learned of their master's return, hundreds of Praetorians gathered before him upon the tomb world of Antrakh, while thousands more joined the gathering as hard-light holograms beamed in from strongholds and tomb ships the galaxy over. During that gathering, the Praetorians reaffirmed their fealty to the Silent King and to the Triarch. They have acted as Szarekh's unwavering servants every day since, and will do so until the galaxy belongs to the Necrons again.

Many are the phaerons who have sworn allegiance to the Silent King since his return, but there are those, of course, who reject his rule, decrying the Triarch as a needless relic and Szarekh as the one to blame for all the Necrons' ills. Such rebels are in the minority, however, and almost no one who has stood before his dais has long sustained their resistance. More dynasties swear new and binding oaths of obedience to Szarekh's rule all the time, some giving themselves over entirely to the Szarekhan Dynasty, while others offer mutually beneficial allegiances.

Countless smaller groups serve Szarekh also, some officially, others in a more secretive or mercenary capacity. The Breath of Silence, for instance, are a sinister guild of jade-skinned Deathmarks who appear without warning, eliminate Szarekh's enemies, and are gone as silently as a zephyr of cosmic wind. Szarekh can never officially recognise their contribution, for they are dishonourable by their very nature, unlike his personal Lychguard phalanx. Famed as the Stellar Scythes, these elite killers possess augmented mental engrams that allow them to philosophise, practise elaborate diplomacy and converse at great length and with high intellect. They march to war in bodies of metagold and noctilith, and each possesses a personal Doom Scythe fighter craft; thus do these elite warriors serve as Szarekh's envoys and companions, as his peerless bodyguards, and even as his airborne escort when he leads his legions into battle.

Such shadows and whispers soon burn away in the searing light of Szarekh's presence. It is said that merely meeting the Silent King in person is to transform even the keenest doubter into a supplicant desperate to do his will.

Shortly after revealing himself openly to his people, Szarekh chose two phaerons of lesser dynasties who had proven their loyalty through swift service. Subsuming their legions into the Szarekhan ranks, the Silent King elevated Hapthatra the Radiant and Mesophet of the Shadowed Hand to form his new Triarch. They became the Phaeron of the Stars and the Phaeron of the Blades, as the ancient codes dictated, joining Szarekh upon his mighty Dais of Dominion, from where they could proclaim the Triarch's will. There are those who have noted how thoroughly the two phaerons are bound into the dais, how their voices have taken on a new tone of command since their ascension and how they speak nearly always with perfect synchronicity. But of course, elevation to the Final Triarch was bound to effect changes upon such minor rulers, and if they seem always to support Szarekh's plans without question, those plans were millennia in the laying, after all; who could honestly suggest amendments to such a comprehensive scheme?

The martial might of the Final Triarch, at least, is beyond question. Szarekh's dais is empowered by a caged shard of Nyadra'zatha himself, while the Silent King's mantle is formed from the C'tan's flensed necrodermis. It is the Burning One's own fire that Szarekh amplifies through his regal Sceptre of Eternal Glory, sending it blazing forth in searing beams of absolute destruction. That same energy is channelled into the potent carrier-wave generators of the dais that coordinate and motivate nearby Necron soldiery, and also into the noctilith beacons held high above Szarekh's throne. These beacons not only banish the infernal energies of the warp, but also allow the Silent King to tear open the invisible skeins of the webway, fashioning his own temporary dolmen gates to bear him swiftly across vast interstellar gulfs.

Those foes not erased by Szarekh's energy blasts are far from safe. While Hapthatra unleashes flurries of neutron-orbs from the Staff of Stars, Mesophet hefts the Scythe of Dust, every swing of its glimmering blade reducing victims to swirling clouds of scorched particles. Enemies who get close enough to strike at Szarekh directly are forced to their knees by the thrumming energies of his dais' obeisance generators. Even those blows that manage to hit home are unlikely to do harm – the Silent King and his companions are swathed in a transtemporal field that scatters the force of the foe's attacks, and thus dissipates them harmlessly.

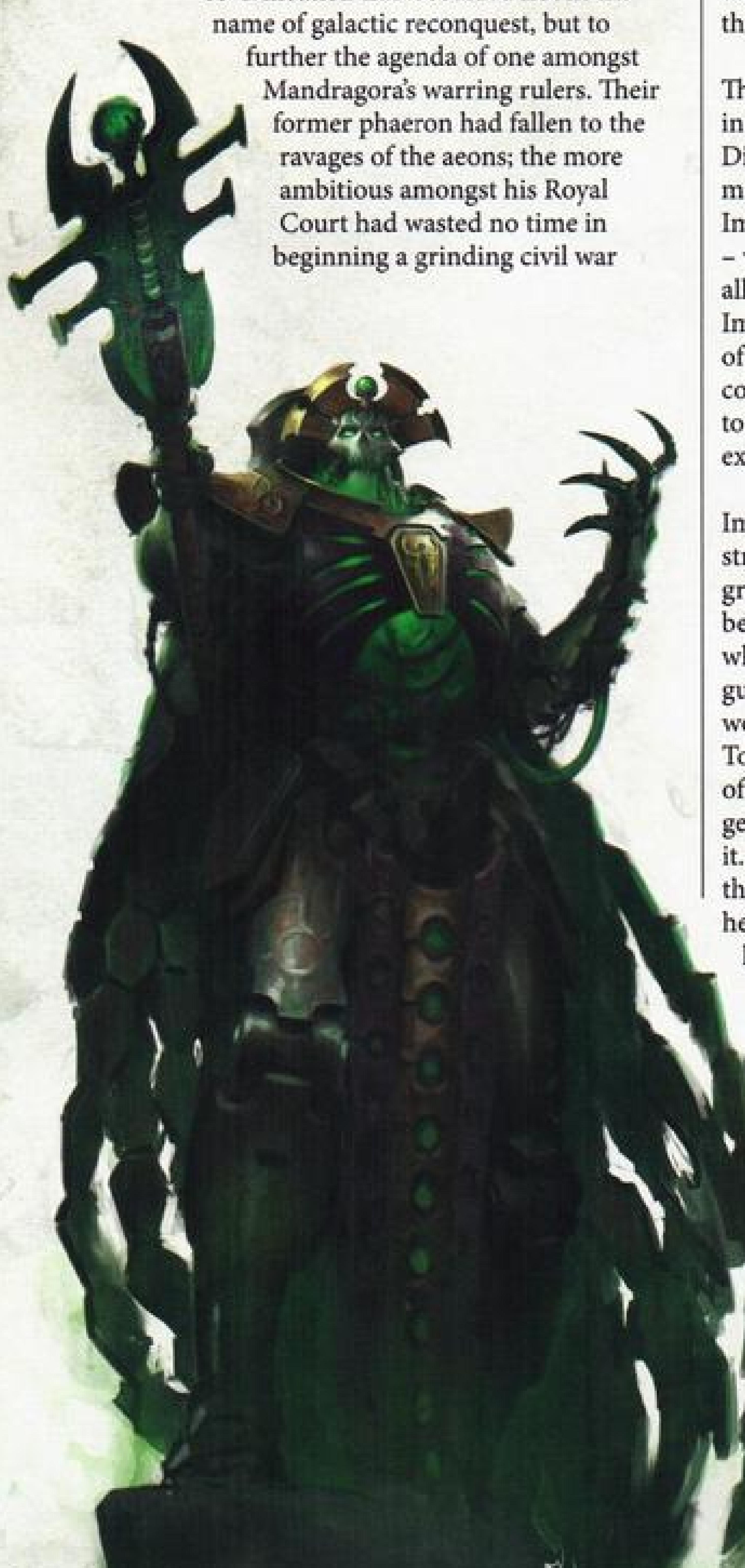
All the while a pair of Triarchal Menhirs orbit Szarekh's dais, proclaiming the Triarch's omnipotent might even as they channel the dais' power. By focusing the resonance of these devices, Szarekh can unleash a devastating annihilator beam, an energy weapon so potent that it has been likened to the hurled spear of an enraged god. None who feel its wrath live to tell the tale.

IMOTEKH

THE STORMLORD

Imotekh did not awaken from the Great Sleep as the phaeron of the Sautekh Dynasty. However, compelled by circumstance and a single-minded determination to reclaim the glorious Necron empire of old, he took upon himself that mantle and has borne it with confidence and skill ever since. Few who face the Stormlord survive, and those who do are forever changed.

When Imotekh awoke from the Great Sleep it was to a world gripped by madness and petty ambition. He was soon to discover that even his revivification had occurred not in the name of galactic reconquest, but to further the agenda of one amongst Mandragora's warring rulers. Their former phaeron had fallen to the ravages of the aeons; the more ambitious amongst his Royal Court had wasted no time in beginning a grinding civil war for the vacant throne. In the hopes of breaking the deadlock, one pretender had ordered the famed Nemesor Imotekh awakened. Surely this popular war leader would provide the edge required to see the war brought to a swift conclusion?



This Imotekh did, though not perhaps in the way his awakener imagined. Disgusted by the petty and short-sighted manoeuvring of the warring nobles, Imotekh rallied an army of his own and – within a year sidereal – had subjugated all other contenders for the throne. Imotekh became the undisputed phaeron of the Sautekh Dynasty and, with its considerable military resources now his to wield, he began a campaign of rapid expansion that has lasted ever since.

Imotekh has consistently displayed a strategic acumen to best the galaxy's greatest war leaders. His strategies could be likened to intricate mechanisms whose wheels turn across interstellar gulfs and can encompass dozens of worlds and hundreds of armies at a time. To the more organic or superstitious of his enemies, Imotekh's incredible genius has the ring of prescience about it. How could he possibly put in place the multiple layers of contingencies that he does? How could he appear to simply know where his forces will meet victory or defeat, where the foe will commit reinforcements and of what sort? How could he employ minute-perfect counter-manouevres with precisely weighted forces, often all while coordinating an entirely separate battlefront entire star systems away? The truth lies not in dark sorcery, nor is it – as some hope – a product of inflated rumour and fearmongering.

Rather, Imotekh awoke from his Great Sleep possessed of a statistical and hyperlogical strategic ability that would burn out the mind of a flesh-and-blood being. Absolute recall of every detail, intense cogitation and logistic processing power and the ability to perceive with absolute clarity the fractal web of future probabilities lie at the heart of what Imotekh does. He also grasps better than most of his race the psychology of the lesser races – this epithet he earned for his practice of raising vast, dark energy storms that sweep before his armies and engulf those who do battle with him. Communication and coordination collapse beneath the shadow of the storm, and even those few panicked enemies allowed to flee beyond its bounds do so laced with bloodswarm nanoscarabs – these hideous constructs seethe within the bodies of their hosts, sending out a signal that draws the hideous Flayed Ones to them like hounds on a scent.

Only anarchy and illogic can undermine Imotekh's battle plans, and then only for a time. Not without reason does he revile the madness of Chaos or the random aggression of the greenskins. This aside, Imotekh does have one other foe who can, on occasion, skew the incredible logic of his schemes – himself. Something within Imotekh cannot abide a rival, and ever he seeks to confront enemy generals in one-on-one honour duels. Those he defeats, Imotekh humbles, typically lopping off a hand as a reminder of his greatness before allowing them to withdraw. This strange compulsion is the reason that – as his conquests continue – Imotekh amasses an ever greater list of nemeses who seek his downfall. It may also be the cause of his disdain for the return of the Silent King; Imotekh sees himself as the great uniter of the Necron people, and he has no desire to be eclipsed by the very being whom he holds ultimately accountable for the plight of the Necron race.

TRAZYN THE INFINITE

THE GREAT COLLECTOR

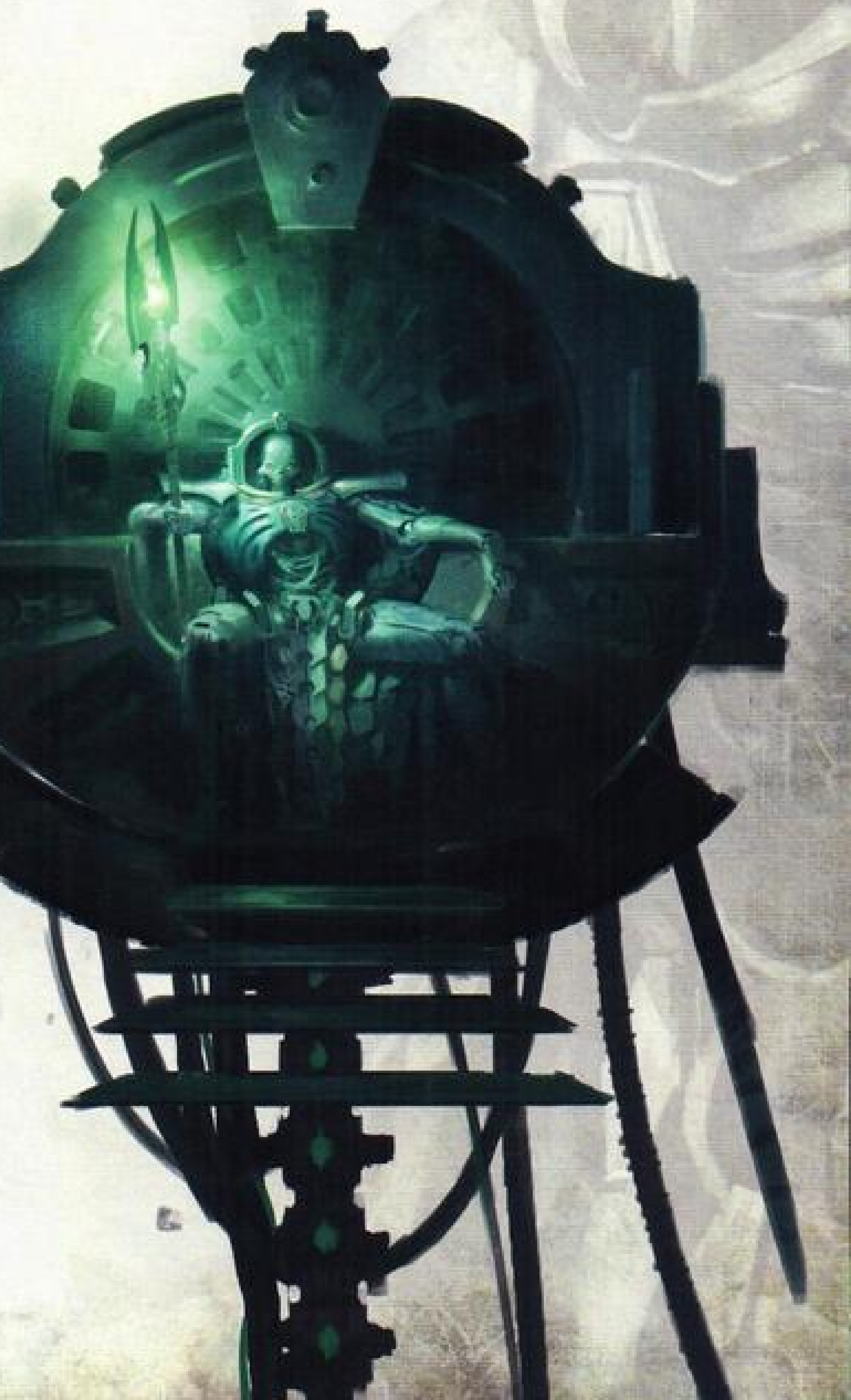
As the archeovist of the Solemnace galleries, Trazyn the Infinite's duty is one of preservation. Amidst the war-torn surrounds of the 41st Millennium, however, even such a seemingly noble pursuit requires Machiavellian ways and no little flair for violence. Fortunately for the tomb world of Solemnace, Trazyn possesses both qualities in abundance.

Trazyn the Infinite goes into battle not simply to destroy, but also to collect, catalogue and preserve. True, he commands the legions of Solemnace with vicious cunning, but he would argue that he does this in service of goals loftier than military conquest. It is true, also, that his acquisitive drive knows no mercy and that those who stand between Trazyn and his prize are struck down by blows from his Empathic Obliterator – a weapon that slays not only its immediate victim, but also all those nearby of a like mind and purpose. Yet Trazyn would assert that such measures are necessary, even merciful; he holds his mission to be of paramount importance, and in the time it would take to explain himself to the barbaric lesser races, countless priceless treasures would be forever lost to the flames. After all, to beings as enduring as the Necrons, most civilisations rise and dwindle again in the veritable blink of an eye. How does one explain to such short-lived beings that their only meaningful contribution to the galaxy boils down to a handful of artefacts or individuals, or that they should willingly give these up instead of selfishly clutching to them? Yes, Trazyn the Infinite appears to his enemies a rapacious monster who attacks without warning or apparent cause, and leaves carnage and devastation in his wake. However, in his own mind he is the most altruistic of all his ancient race.

The galleries of Solemnace are grand almost beyond Human imagining. The sunken chambers are crowded with artefacts of all forms, including the fabled wraithbone choir of Altansar, the preserved head of Sebastian Thor, the ossified husk of an Enslaver and a giant of a man clad in baroque power armour – his face contorted in a permanent scream. Most magnificent of all Solemnace's treasures are its prismatic galleries themselves, winding chambers of statuary that recapture events Trazyn deems worthy of preservation. The Death of Lord Solar Macharius stands near to Doomrider's Folly, only chambers away from such wonders as the Sword Both Stolen and Sought, the Last Questions of Historicus Ostalan Varus, and the Last Stand of Ursarkar Creed. These scenes are not fabrications – Trazyn snatches true historical moments up wholesale, transmuting their inhabitants into hard-light holograms that will forever stand testament to their deeds.

It is Trazyn's greatest regret that nothing lasts forever. More often than he would like to admit, parts of his collection are destroyed by structural collapse, Canoptek mishandling or damage caused by hostile invaders. At such times, he is forced to pause in his works, assemble his legions and strike out into the galaxy to harvest whatever replacements he requires. Trazyn is more concerned with spectacle than accuracy. He is more than happy to replace original participants in his dioramas with beings whose garb, alignment or – in extremis – even species are wildly historically inaccurate.

Trazyn has fallen afoul of his own race more than once; his light-fingered proclivities are not reserved only for the worlds of the lesser races. He is forbidden to set foot upon Mandragora, is permitted onto Moebius only if his efforts will directly benefit the Nekthyst Dynasty, and has been struck down by outraged enemies and politically motivated assassins many times. Trazyn is not known as the Infinite for nothing, however; he is cunning enough to work through countless surrogate bodies, leaping to a new lackey should his currently inhabited form be destroyed. In this way he is rarely kept from his duties for long, while his enemies are left howling in frustration at the devious archeovist's latest impossible escape.



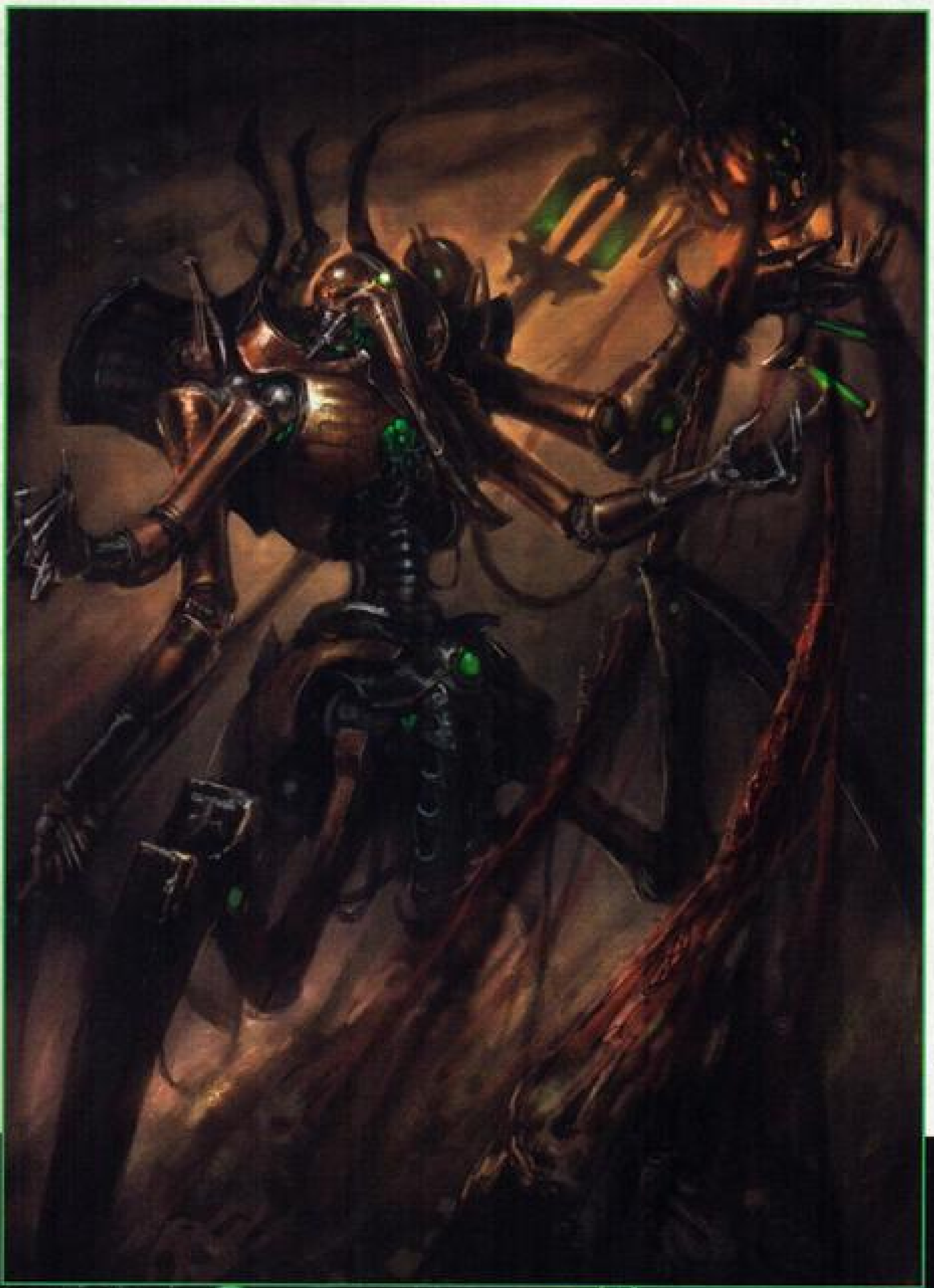
ILLUMINOR SZERAS

THE ARCHITECT OF BIOTRANSFERENCE

Illuminor Szeras is a merciless monster, a bioarchitect and hypertechnological vivisector who seeks to unpick the secrets of life itself. He puts his anatomical knowledge to use both on and off the battlefield, preying upon living specimens to better refine and enhance the Necron form.

The C'tan might have provided the knowledge for biotransference, but it was Szeras who made it a reality. Even then, he saw it as the first of several steps on the path to ultimate evolution, a journey that would end as a creature not of flesh or metal, but as a god of pure energy. Until that day, Szeras is driven to take full advantage of, and to labour constantly to improve upon the functionality of, his android form. After all, no longer must he sleep nor deal with the thousand frailties and distractions of the flesh.

Szeras labours to unravel the mysteries of life, for he fears that he would be a poor sort of god without such secrets at his fingertips. Szeras has been on the brink of understanding for many centuries, yet somehow final comprehension always escapes him. Perhaps there are some concepts in the universe that do not reveal themselves before logic, be those matters of the soul or of the ineffable power of faith. Whatever the reason, such secrets will almost certainly lie forever beyond Szeras' comprehension. This is a truth he will never accept, however – a fact that has, of late, provided the Silent King with the leverage required to secure Szeras' allegiance. After all, if the Illuminor wrought biotransference then surely he can reverse the process' effects and perhaps, in doing so, garner the final revelations that he has sought for so long?



Szeras haunts the battlefields of the 41st Millennium like a ghoul. He requires a constant flow of living subjects, and the most efficient way for him to acquire them is to trade his expertise in exchange for captives. Though Szeras is obsessed with the secrets of life, his aptitude for augmenting the weaponry and bodies of his fellow Necrons is peerless. Szeras' delving into the form and function of so many living creatures has taught him how to augment almost every facet of Necron machinery – a trait seen as distasteful by many of his peers. The dissection of Vuzsalen Arachtoid compound eyes unlocked an improved array for targeting optics, and the molecular disassembling of chitinous Ambull hide led the way to more efficient armour configurations, to name but two of many thousands of such advances. Szeras' own body and wargear are augmented with the most refined of his discoveries. His atomic energy manipulator allows him to deconstruct specimens in the heat of battle, while his studies of warp-sensitive active minds have given rise to his empyric overcharger, which can shock enemies' brains into sudden catastrophic psychic manifestation.

It is a matter of some speculation how much involvement Szeras had in the design and implementation of the Pariah Nexus, but none can question that he is taking full advantage of its effects. Hundreds of thousands of 'stilled' beings have already vanished into the Illuminor's horrific laboratories, and his harvest continues apace.

THERE ARE THOSE WHO WOULD DRAW FALSE COMPARISONS BETWEEN THE RIGHTEOUS TECH-MAGI OF THE ADEPTUS MECHANICUS AND THE PERVERSE XENOTECHNOLOGISTS OF THE NECRON RACE. THERE CAN BE NO MERCY FOR SUCH HERETICS.

ORIKAN THE DIVINER

MASTER OF PAST AND FUTURE

The single eye of Orikan the Diviner pierces the veil of the present to reveal deeper secrets of time, space and even fate itself. His astromantic powers allow him to inspect the skeins of fate with great clarity, and to direct events always towards whichever path will best benefit him. Yet Orikan has other powers besides astromancy, powers that may yet make him a god.

Long ago, in a time before the Necrons forfeited their souls in exchange for eternal forms of living metal, Orikan was court astrologer to Szarekh himself. A skilled diviner even then, Orikan read the portents and offered what guidance he could to the court of the last Silent King. It is said that he alone spoke out against trusting Mephet'ran, arguing against biotransference right up until it came to pass.

Orikan has not forgotten that his warnings were ignored, and has not forgiven Szarekh for dismissing his concerns. Since he awoke within a cold body of living metal and realised that all he feared had come to pass, Orikan has offered true fealty to no master save himself. There is no other that he now trusts to accord his divinations the weight of respect that they deserve. This is perhaps an unfair judgement on Orikan's part, for he has revealed the true extent of his power to no other; the Diviner himself is only too aware of his own abilities, however, and for years beyond count he has employed them to further a personal agenda terrifying in both scope and scale.

It is true that Orikan reads the flow of the cosmos and the auras of the stars, and that with the wisdom he gleans he predicts history's great events with unfailing skill. The Great Crusade, the Horus Heresy, the coming of the Tyranid hive fleets and the opening of the Great Rift – these and countless other dramas upon the grand galactic stage were revealed to Orikan long before they came to pass. With more focus, the Diviner can even read the future of specific campaigns or individual heroes, predicting how events will transpire and selling his knowledge to whichever noble court will find it most valuable. Provided, of course, that they can pay Orikan's price. This is never anything so prosaic as coin or resources; the Diviner seeks deeds, arkana and gifts of promise, and he hoards his esoteric riches well.

More than this, though, Orikan is also a chronomancer of prodigious skill and power. This is the talent he keeps hidden, his greatest secret and most potent weapon. Upon grasping some new revelation or spying an opportunity missed, Orikan embarks upon a journey down his own timeline in order to adjust events or provide himself with warning of what is to come. The Diviner must, of course, be cautious; even the smallest change in causality can have spiralling and unintended consequences. It speaks to Orikan's skill and cunning that his temporal interference has never been revealed, barring a few overly curious allies who soon met with horrible and entirely improbable twists of fate.

Even without their knowing the full extent of his powers, most Necron nobles prize Orikan's service, if not his attitude, in their armies. The Diviner is infamous for his insouciance and wry mockery, which flies in the face of the Triarch's ancient codes and the most basic protocols of the Royal Courts. Most of Orikan's peers simply believe him to be louche and disrespectful either because it is in his nature, or due to some quirk of his revivification. A few canny souls suspect that the roots of this behaviour lie in his last bitter exchanges with Szarekh before the Necrons' fate was sealed.

None, however, suspect the real truth. Orikan takes to the battlefields of the 41st Millennium in furtherance of a subtle agenda centuries in the making. He manipulates those armies he fights alongside and ensures that his own goals are achieved, pruning and tweaking the galactic timeline as a master horticulturist tends his garden. Very soon now, Orikan believes, the stars will come into a final alignment. At that moment the unfettered power of the cosmos will be his to command, and his temporal traps – woven carefully across the galaxy like the fault lines of an earthquake about to strike – will be triggered all at once. When that moment comes it will be Orikan who becomes the master, and all will be forced to obey his commands.

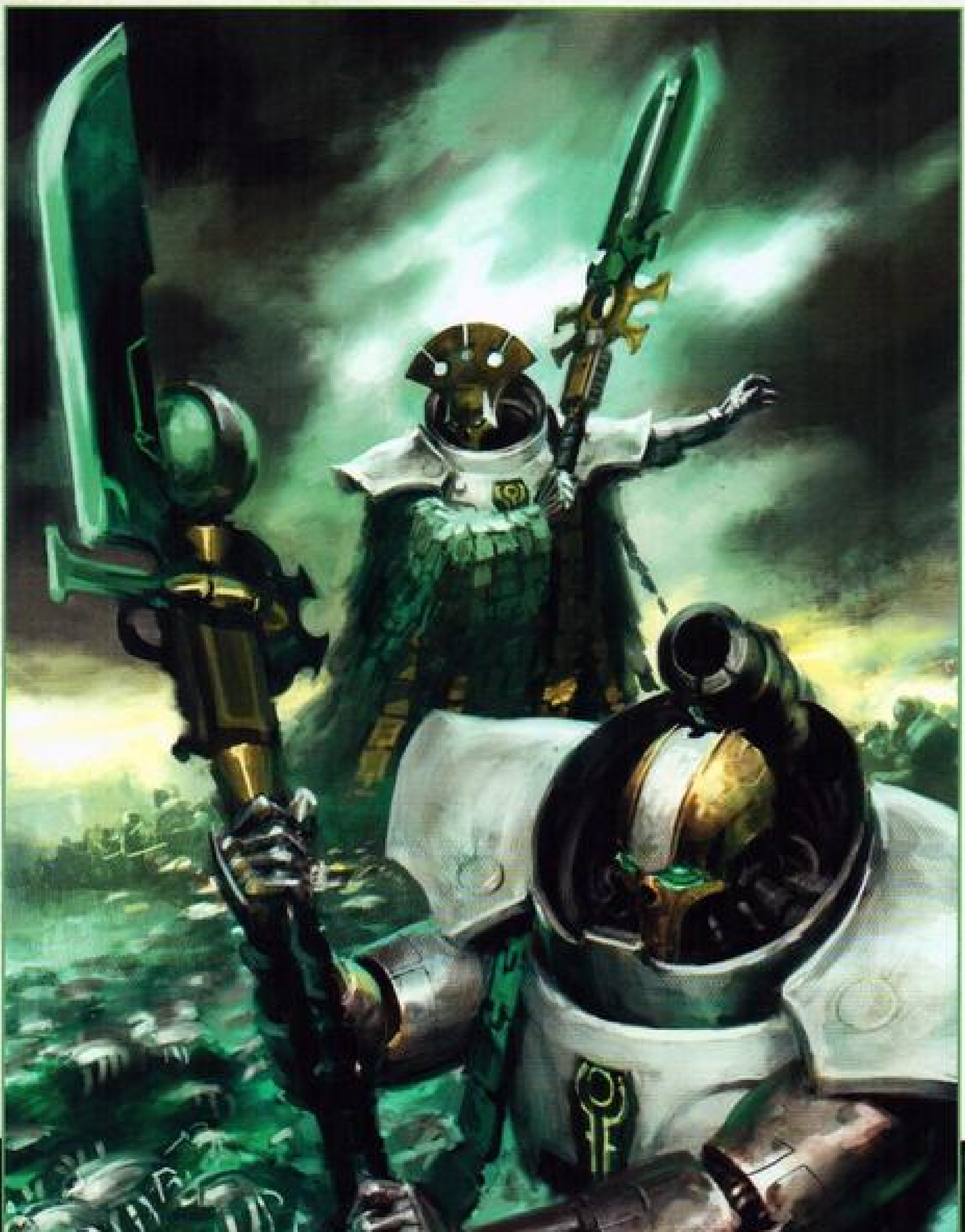
ZAHNDREKH & OBYRON

THE TIME-LOST LORD AND HIS FAITHFUL DEFENDER

The title of nemesor is a weighty one. Those Necrons who don this mantle assume tremendous military responsibilities: battlefield commander, high strategist, champion of the dynastic codes, envoy, exemplar and protector of their dynasty. Though revivification left him quite mad, Nemesor Zahndrekh still strives to embody all of these lofty goals.

Zahndrekh is amongst the most famed of the Sautekh Dynasty's nemesors. He enjoys the personal favour of Imotekh the Stormlord. Under his rule the fringeworld of Gidrim has risen to prominence as a powerful coreworld and military hub. He is noble, principled and – as a commander – quite brilliant, not to mention loyally defended by his constant shadow, Vargard Obyron. Sadly, Nemesor Zahndrekh is also afflicted with a delusional insanity so deeply ingrained there is no chance he will ever recover from it. The nemesor perceives the galaxy about him as it once was, long before the horrors of biotransference. Zahndrekh believes himself and his followers to be flesh-and-blood beings. So convinced of this is he that the nemesor still employs several dozen food tasters to watch for poison in the feasts served up to, but never consumed by, his Royal Court.

Moreover, to Zahndrekh the enemies he fights are not rampaging Ork hordes, elite Space Marine strike forces or daemon-worshipping cultists. In their place Zahndrekh instead sees armed and armoured Necrontyr – servants of rebellious dynasties deluded or deceived by separatist demagogues, but Necrontyr nonetheless. As such, the old nemesor accords every foe he faces the full extent of the dynastic honour codes. He shuns the use of Deathmarks, Flayed Ones or Destroyers where at all possible, and offers his enemies every chance to surrender or retreat. Zahndrekh even insists that enemy commanders be captured rather than killed, and afforded every courtesy as respected Necrontyr leaders.



For all this, Nemesor Zahndrekh is a sublimely skilled strategist and a masterful battlefield tactician. Still, this might not have been enough to save him from the ill-favoured attention of his mutinous Royal Court, but that he is protected at all times by Vargard Obyron. Having served as Zahndrekh's protector since the days of flesh and blood, Obyron is utterly and selflessly loyal to his master. It is Obyron who quietly puts down courtly rebellions on Gidrim, and who disposes of Zahndrekh's 'honoured' prisoners – he has been reprimanded by his rambling master more than once for the number of fatal accidents that seem to befall such captives. On the battlefield, the hulking vargard watches over his master with unblinking eyes. True, he is happy to storm into the enemy at the head of Zahndrekh's legions where he can butcher the lesser races with savage abandon, but Obyron is always alert to Zahndrekh's position. Should any foe threaten the nemesor's person, Obyron activates his ghostwalk mantle and steps through reality to appear at Zahndrekh's side a heartbeat later. More times than he can count, the vargard has arrived in time to block an enemy's descending blade, typically eliciting a pleased chuckle from his master along with bluff instructions to give the 'spirited' attacker a 'fair fight'.

ANRAKYR

THE TRAVELLER

Some see Anrakyr as the ultimate expression of Necron stellar supremacy, an indefatigable warrior whose crusade for unity is nothing short of inspirational. Other Necron nobles see him as a rogue, an opportunist and a privateer little better than the plundering vermin of the lesser races. Anrakyr cares not either way, so long as he is able to continue his quest.

Anrakyr storms into battle with his warscythe swinging in vicious, decapitating arcs. Should a towering bastion or mighty enemy bar his path, he merely raises his tachyon arrow and – with a thunderclap that could split a mountain in two – erases his target from existence. Should the foe send war engines against Anrakyr, their shocked crews may find themselves suddenly unable to control their vehicles' weapon systems. The Traveller can project his consciousness into the machineries of the lesser races and bend their crude spirits to his will, making heavy cannons and energy blasters swivel suddenly to new targeting coordinates before unleashing punishing salvoes that blow the enemy's commanders, elite warriors or accompanying armour assets to smouldering pieces.

Nor does Anrakyr fight alone, of course; his legions are inveterate campaigners all, battle-scarred and deadly. At their heart march the Pyrrhian Eternals – Necron soldiery that hail from Anrakyr's own crownworld, and who have fought at his side for hundreds of years. Few enemies can long withstand the assault of this rarefied cadre, of these Necrons who are as indomitable and resilient in close quarters as they are at range.

What truly makes Anrakyr remarkable is not his skill in battle, however prodigious it might be. Instead, it is his ceaseless campaigning and the goals he seeks to achieve. Anrakyr fights not for the furtherance of his dynasty's greatness at the expense of all others, but rather for the greatness of the Necrons as a whole. Upon awakening from the Great Sleep, Anrakyr was fortunate enough to find himself hale and whole, with his faculties intact and his will undimmed. It did not take him long to grasp the true situation that the Necrons found themselves in – scattered, lost and awakening in increments while surrounded by hostile foes. Had the Silent King already declared his return, Anrakyr would undoubtedly have rallied to his banner as the uniter and saviour of the Necron race. Robbed of such a figurehead, however, Anrakyr took it upon himself to become one.

Thus he became the Traveller, leaving the rule of his crownworld Pyrrhia in others' hands and taking the vast majority of his military might off into the stars. Anrakyr vowed to travel from one Necron world to the next, awakening those that still slumbered and defending those that were under attack, until at last the Necron dynasties were all fully restored and their race ruled the galaxy once again. His self-appointed mission has proven challenging, however, in ways that Anrakyr did not foresee. For one thing, the maps and charts he possesses are aeons out of date, making it tremendously difficult to locate each world. Even when he does, Anrakyr often finds the cold dead ruin of tomb complexes already long plundered by the lesser races. At such times he descends with furious violence upon the transgressors, always hoping that word of such examples will spread and dissuade further trespassers. To his frustration, it never does.

As Anrakyr's mission drags ever on, so his ranks are depleted. In order to maintain the momentum of his crusade, the Traveller demands a tithe of military might from every Necron world he encounters, awakens or rescues. Sometimes this is given willingly enough, but on occasion he is accused of extortion and brigandry and must take his reinforcements by force. Such incidents sadden Anrakyr, for he cannot understand how all of his race do not share in his vision or zeal. However, he pushes on regardless, certain that when at last his quest is complete, all of his race will understand and applaud his vision.

DYNASTIC PANOPLY

The Necrons are a visual dichotomy; their dynasties hold fast to aeons-old martial traditions and highly regimented heraldic schemes, yet time and entropy combine to render the grandeur of their legions faded and ghoulish. Moreover, the further inclusion of ghastly beings such as the Destroyer Cults and Flayed Ones corrupts the magnificence of the spectacle. Necron armies are thus both darkly majestic and menacingly horrific, as the examples on the following pages show.

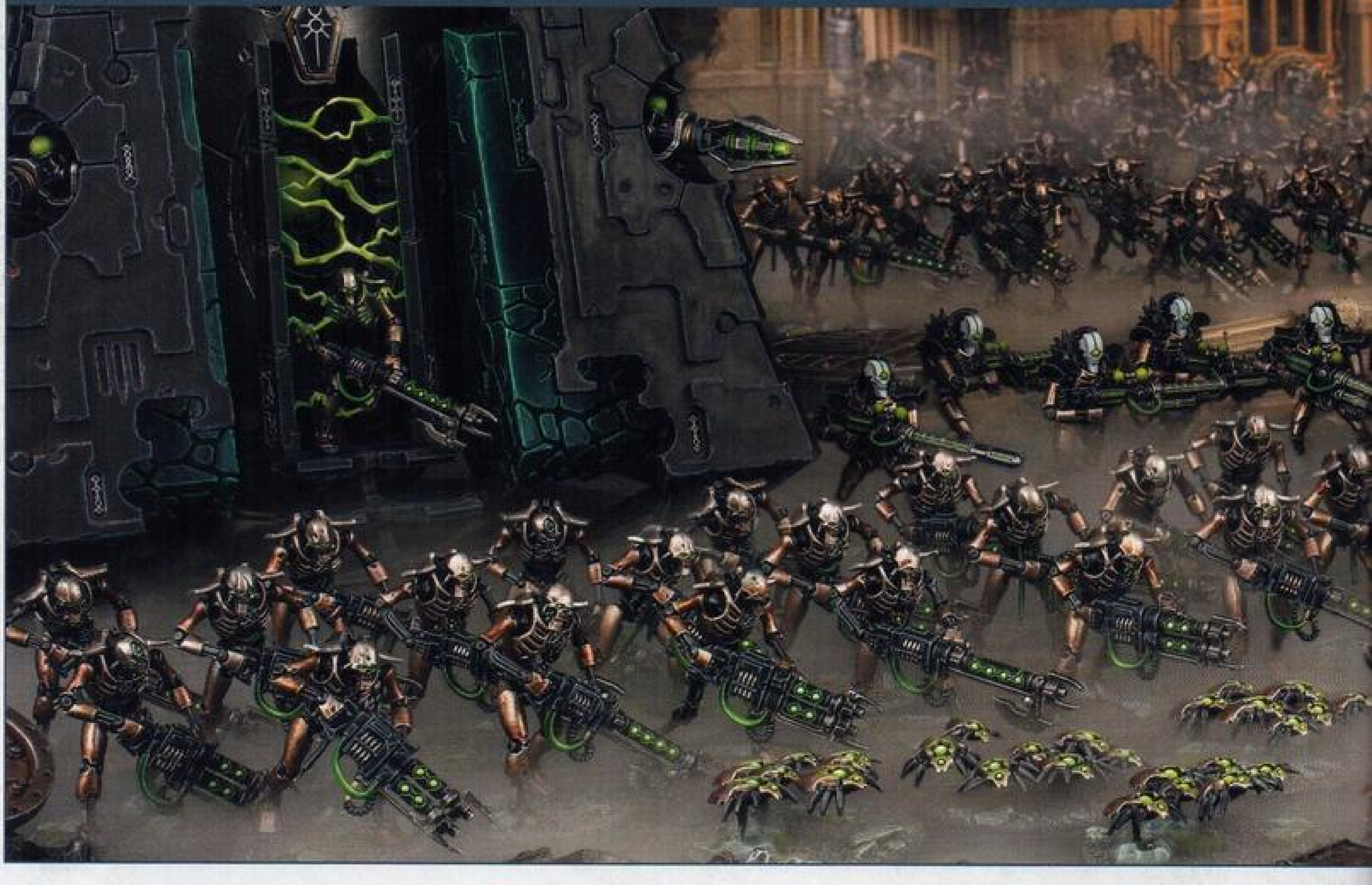
The colour schemes and heraldic glyphs displayed by the legions of the Necron dynasties are rooted in a time before biotransference. Once, the nobility of the flesh-and-blood Necrontyr would have sent their soldiery to war bearing these markings upon armour and fluttering banners. Some even had them scarified into their troops' skin – the legions were extensions of their masters' power, very much possessions of those who ruled them, and it was only right and proper that the lords of the dynasties marked their chattel as such.

When their soldiery were transformed into servile androids, the Necron nobility took to applying their dynastic colours and glyphs directly onto the warriors' metallic bodies. The Necrons' artificial forms are highly receptive to such decoration; employing the arts of the Crypteks, the hues of armour plates can be altered on a molecular level, and the frequencies of weapon crystals, arcane power sources and the like can be attuned to glow with the same fierce dynastic colours. Equally, glyphs can be picked out in radioactive isotopes or crackling energy channels that would scorch away the flesh of living beings, but which blaze proudly upon the Necron soldiery amidst the smoke and shadow of battle.

The glyphs themselves are the primary way in which the varying ranks within the dynastic legions are conveyed, and every dynasty has its own. This sigil conveys, to the Necrons, everything that dynasty stands for and embodies. It is displayed in various forms across all the war engines, warriors and nobility of that dynasty, with only the ruling elite being permitted to bear the glyph in its entirety. With each step down the Necrons' rigid hierarchy of society and sentience the dynastic glyph is rendered more basic, or has sections omitted so that the lowly soldiery wear only enough of the glyph for it to be recognisable as their dynasty's own.

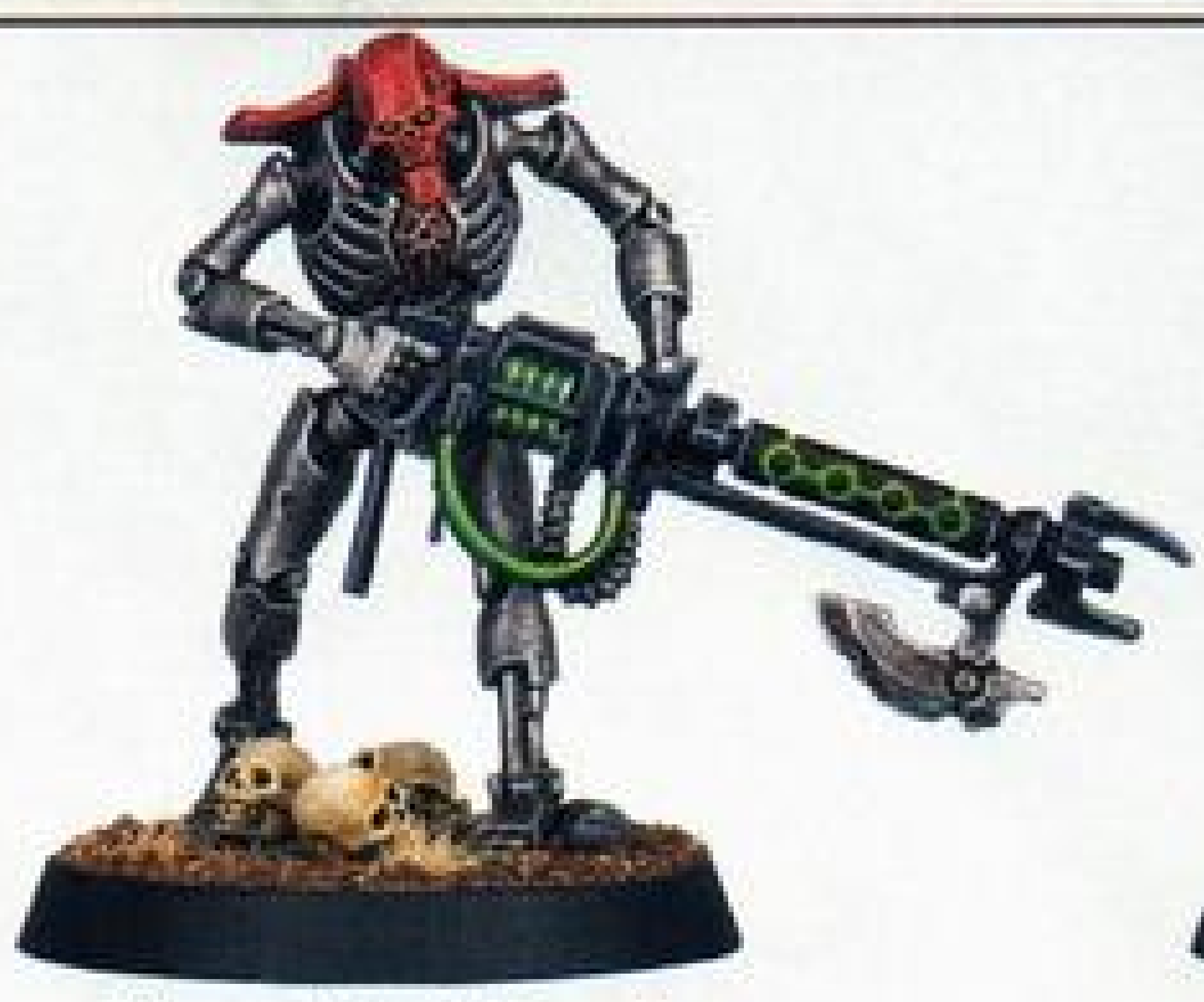
There is another glyph that appears throughout the armies of the Necrons, regardless of dynasty or alignment. The Ankh of the Triarch is the Necrons' omnipresent racial motif. To some nobles it has long been a symbol of faded glory, and a traditional affectation. To others it is a mark of faith and fealty to the rulers of the lost Necron empire. With the open return of Szarekh the Silent King and the formation of his new Triarch, it seems that the latter camp have been vindicated in their abiding – if somewhat hidebound – faith.

The legions of the Szarekhan Dynasty march into battle, their masterfully crafted war engines looming ominously above rank after serried rank of android soldiery. Though the Ultramarines fight bravely in the face of overwhelming odds, Humanity's defenders are doomed.

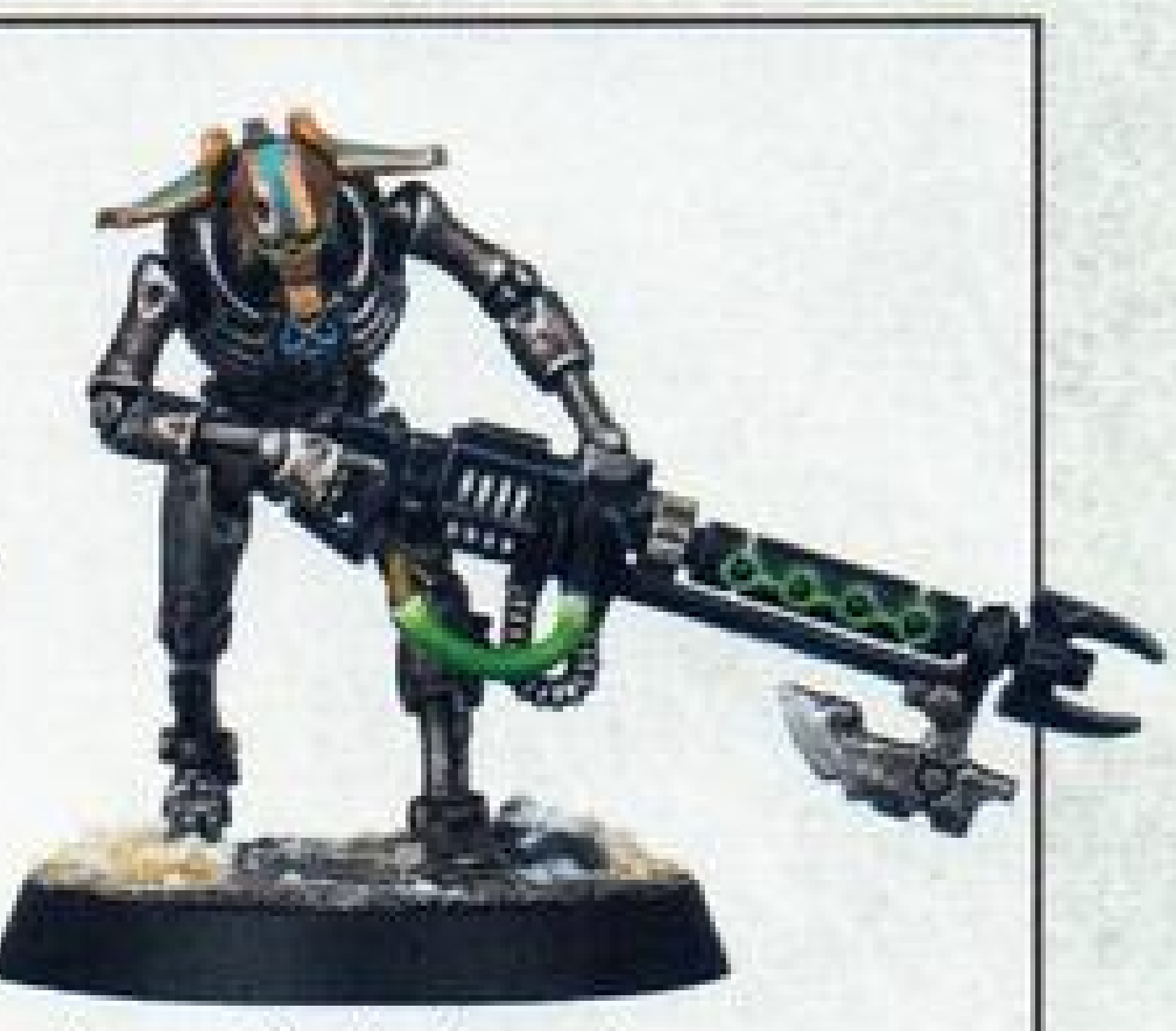


Dynasties Uncounted

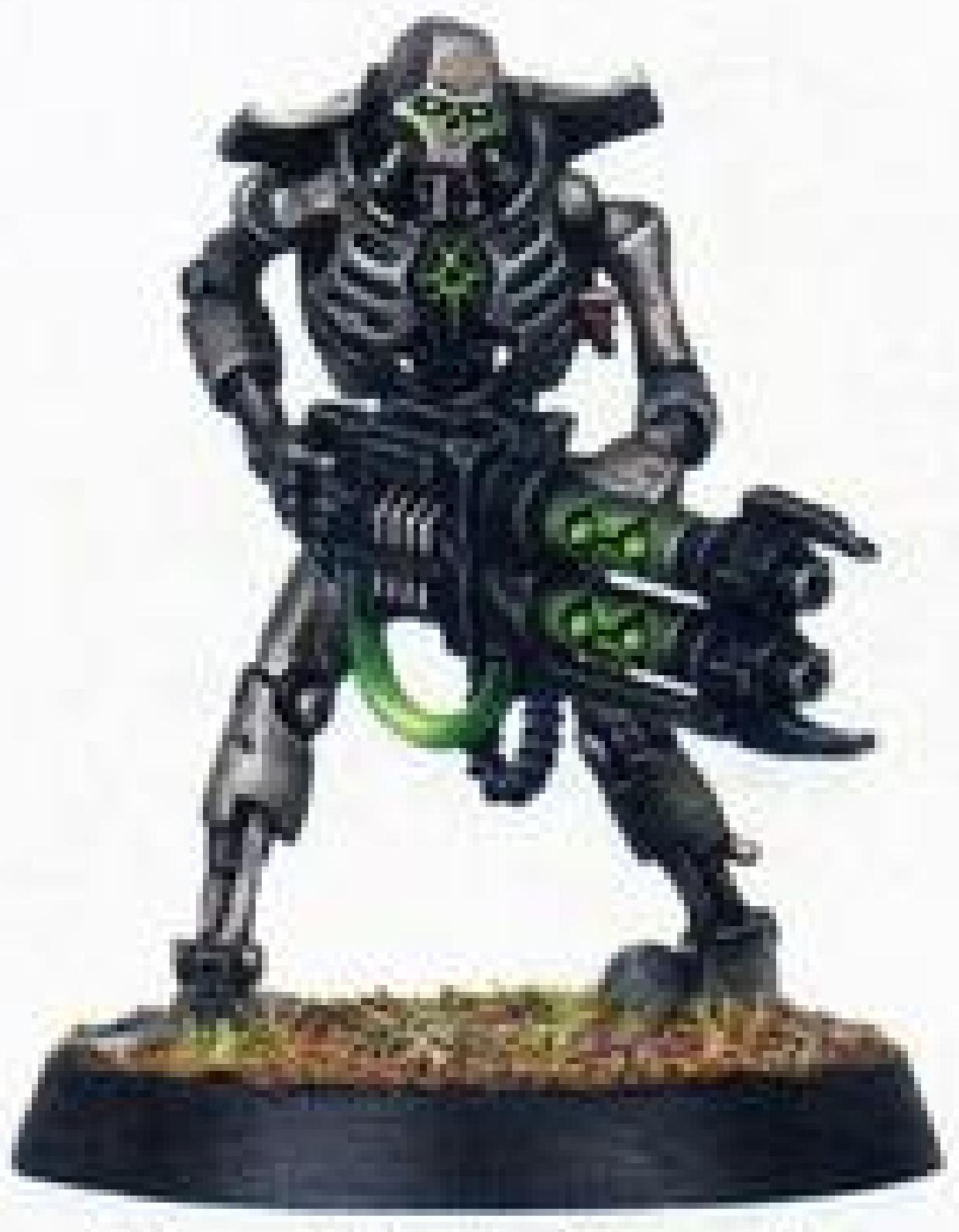
Even after the War in Heaven, there were innumerable Necron dynasties, some huge and powerful, others small but ambitious. As the Necrons wake from their Great Sleep, these are more fractured and variegated than ever before; many of the largest dynasties are scattered and factionalised, while a number of lesser nobles seized the opportunity to found dynasties of their own.



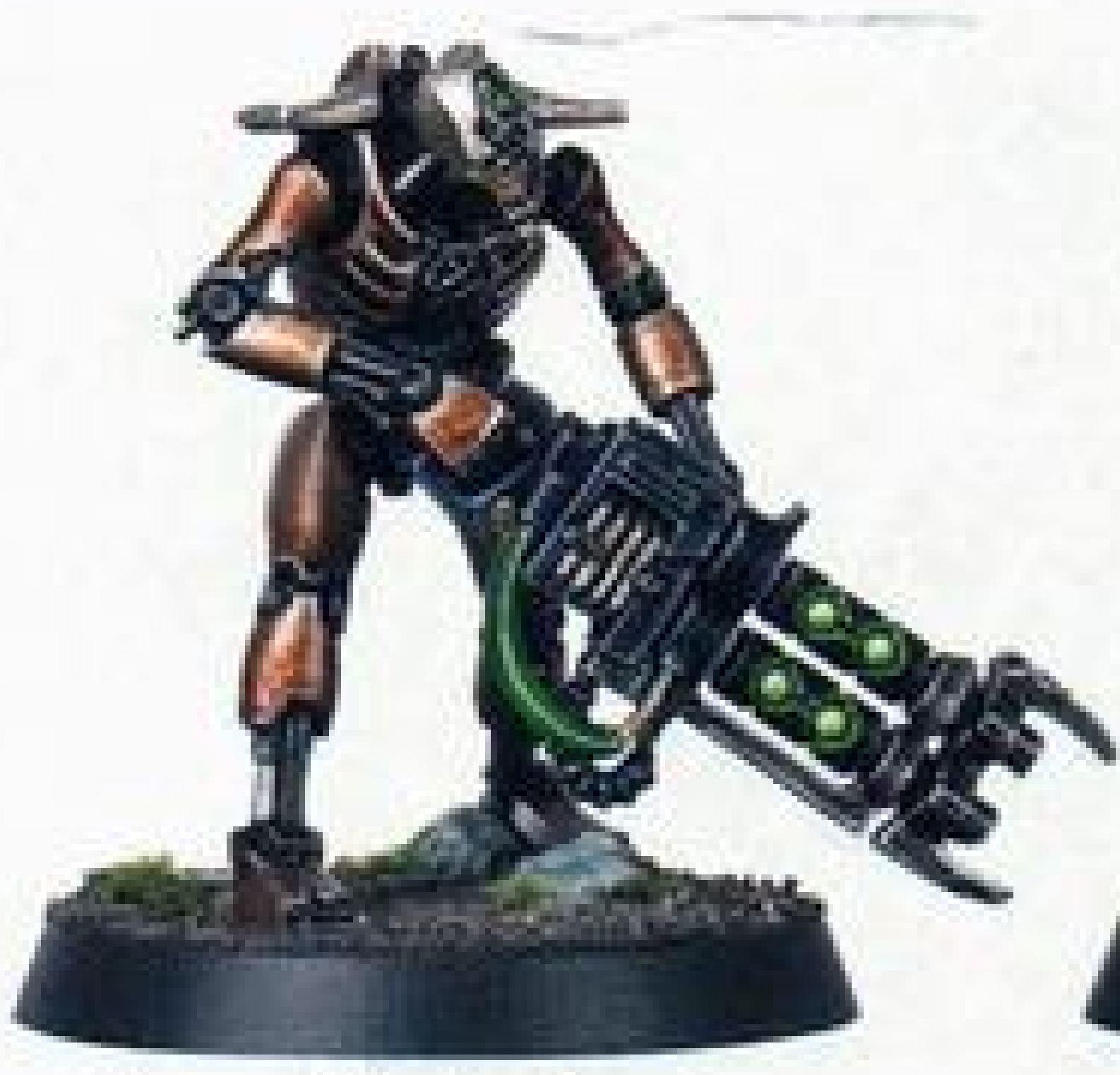
Necron Warrior from the Novokh Dynasty



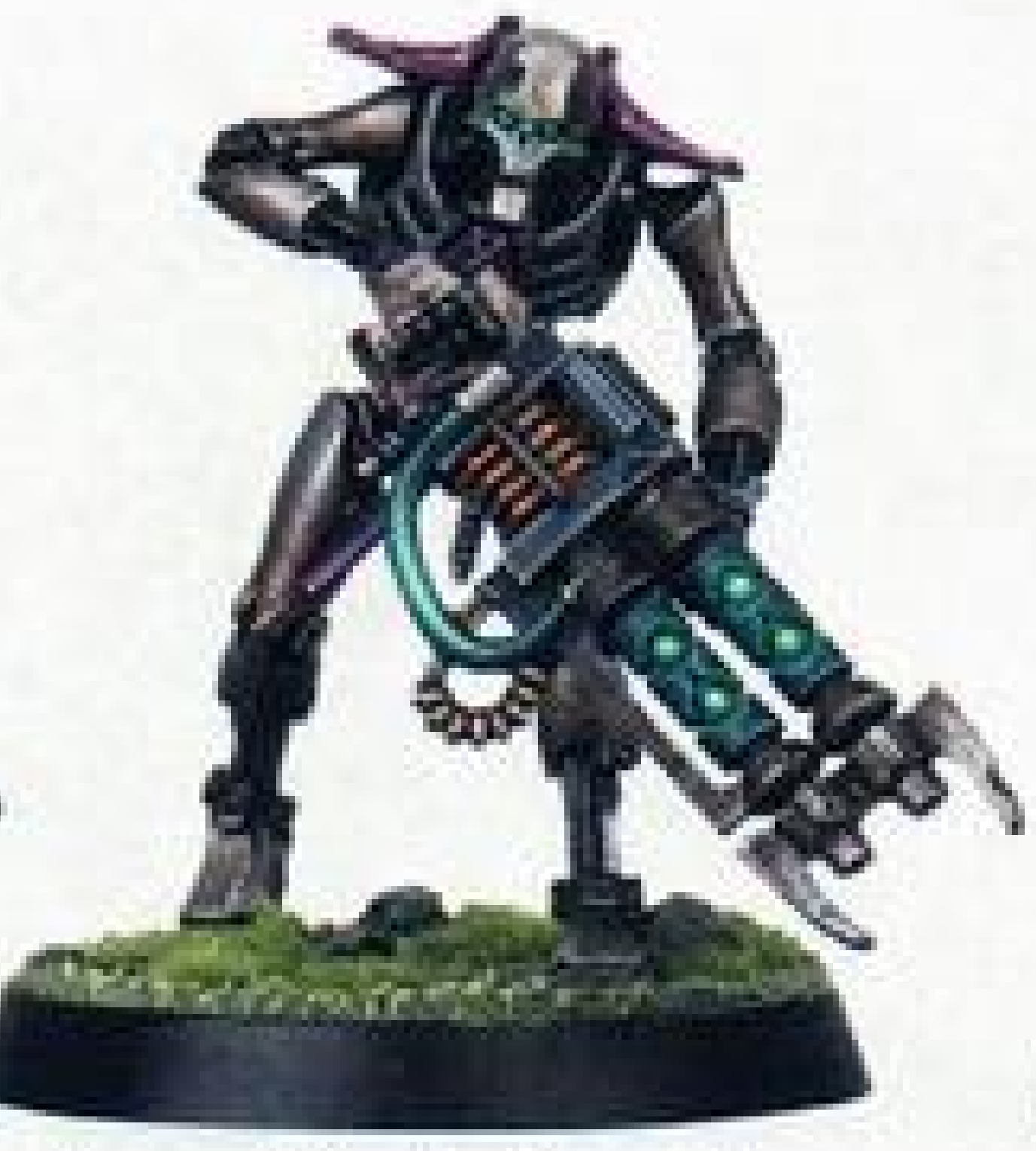
Necron Warrior from the Nihilakh Dynasty



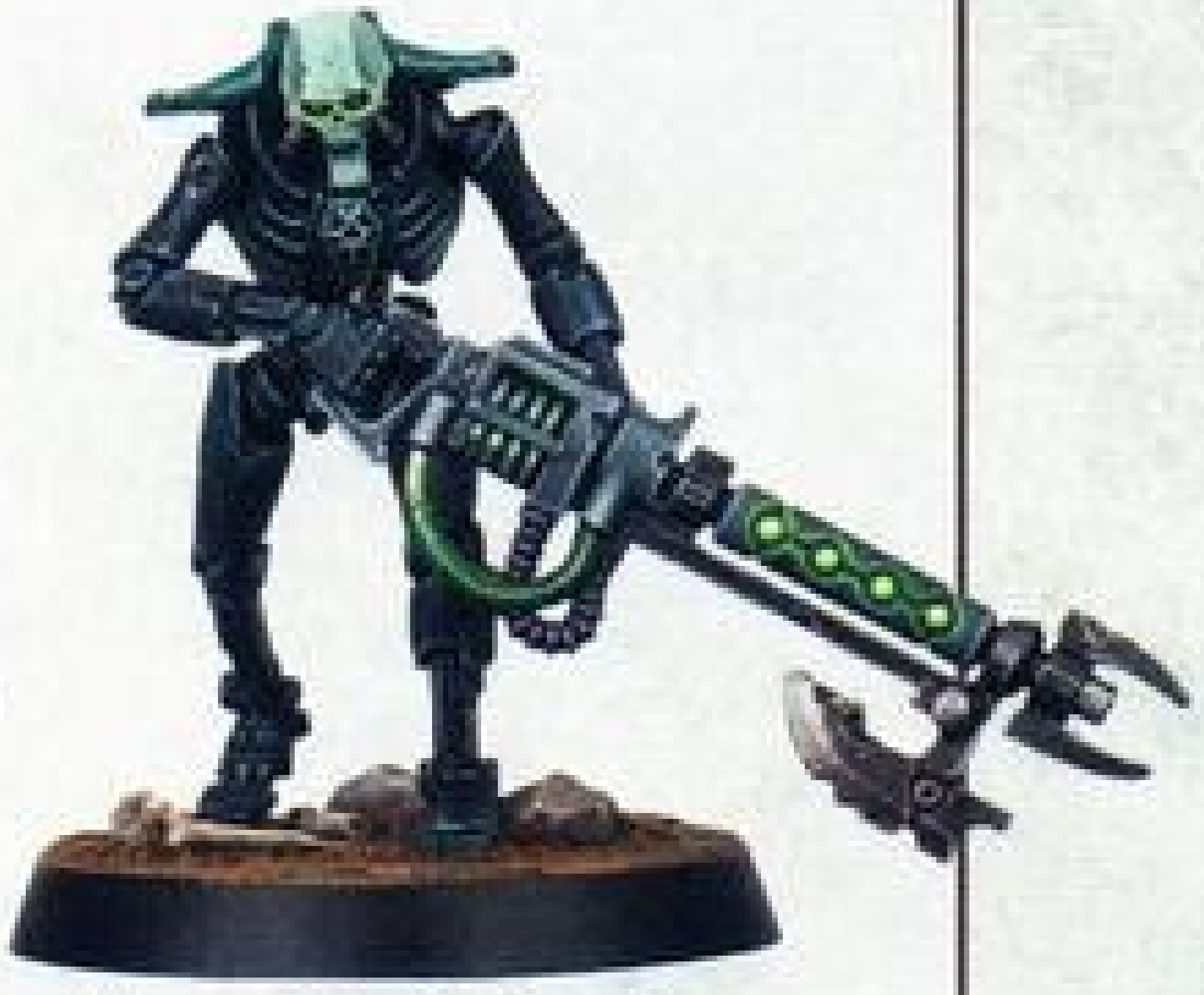
Necron Warrior from the Sautekh Dynasty



Necron Warrior from the Szarekhan Dynasty



Necron Warrior from the Zathanor Dynasty



Necron Warrior from the Tsarakura Dynasty

Waves of Night Scythes and Doom Scythes scream low over the advancing Novokh legions, raking the ranks of the Adeptus Mechanicus with devastating weaponry and playing their invasion beams over the battlefield to propel fresh waves of killer androids into the fight.

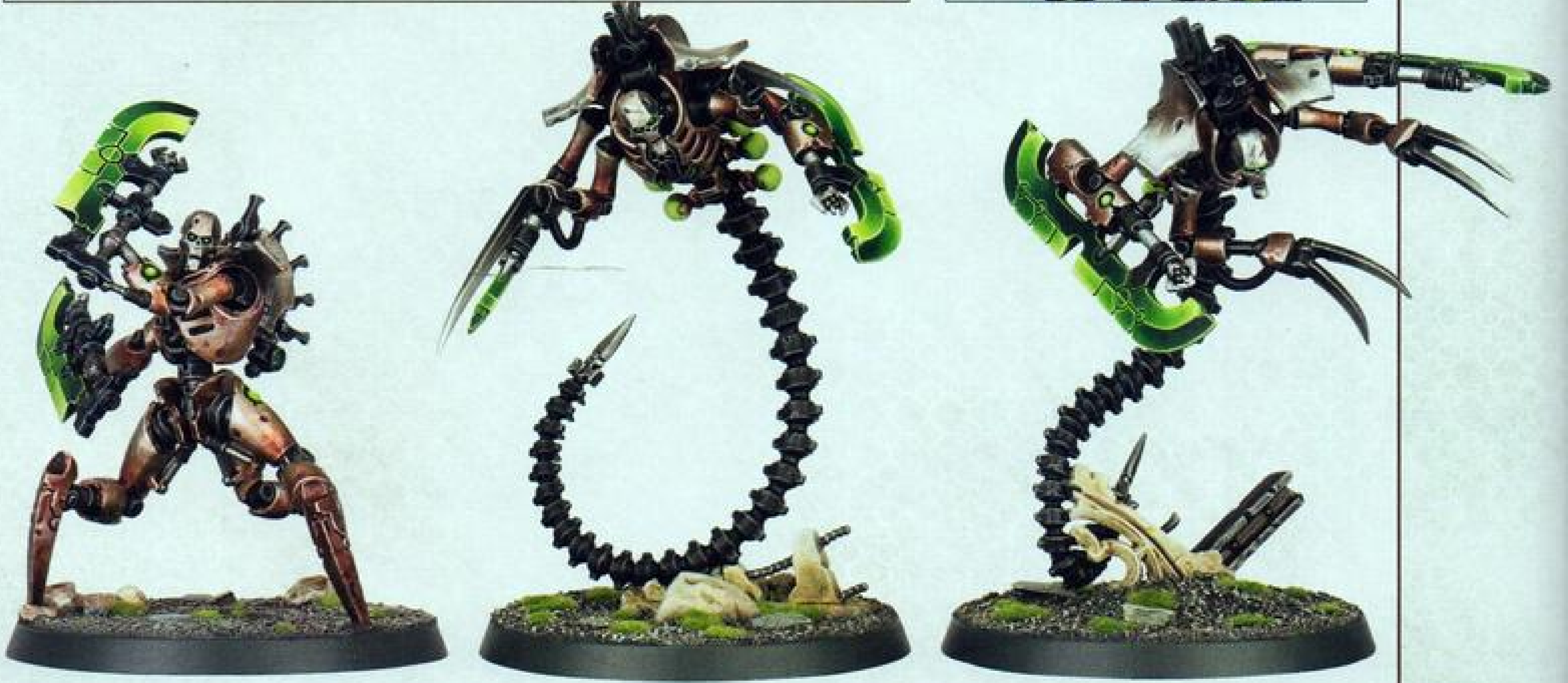
Already a wave of slab-sided Szarekhan Monoliths has descended through the troubled skies of the world of Mournharrow. Now, as their eldritch eternity gates crackle to life, the huge war engines become conduits from which march the invading Necron legions.

Plumbing the dark depths of a Necron tomb complex in search of ancient lore, the Thousand Sons discover to their cost that the denizens of this sprawling labyrinth are not only conscious, but also merciless and deadly.

FILE: N/TW387 – NECRON DESTROYER CULT VARIANTS

Aspects of Destruction

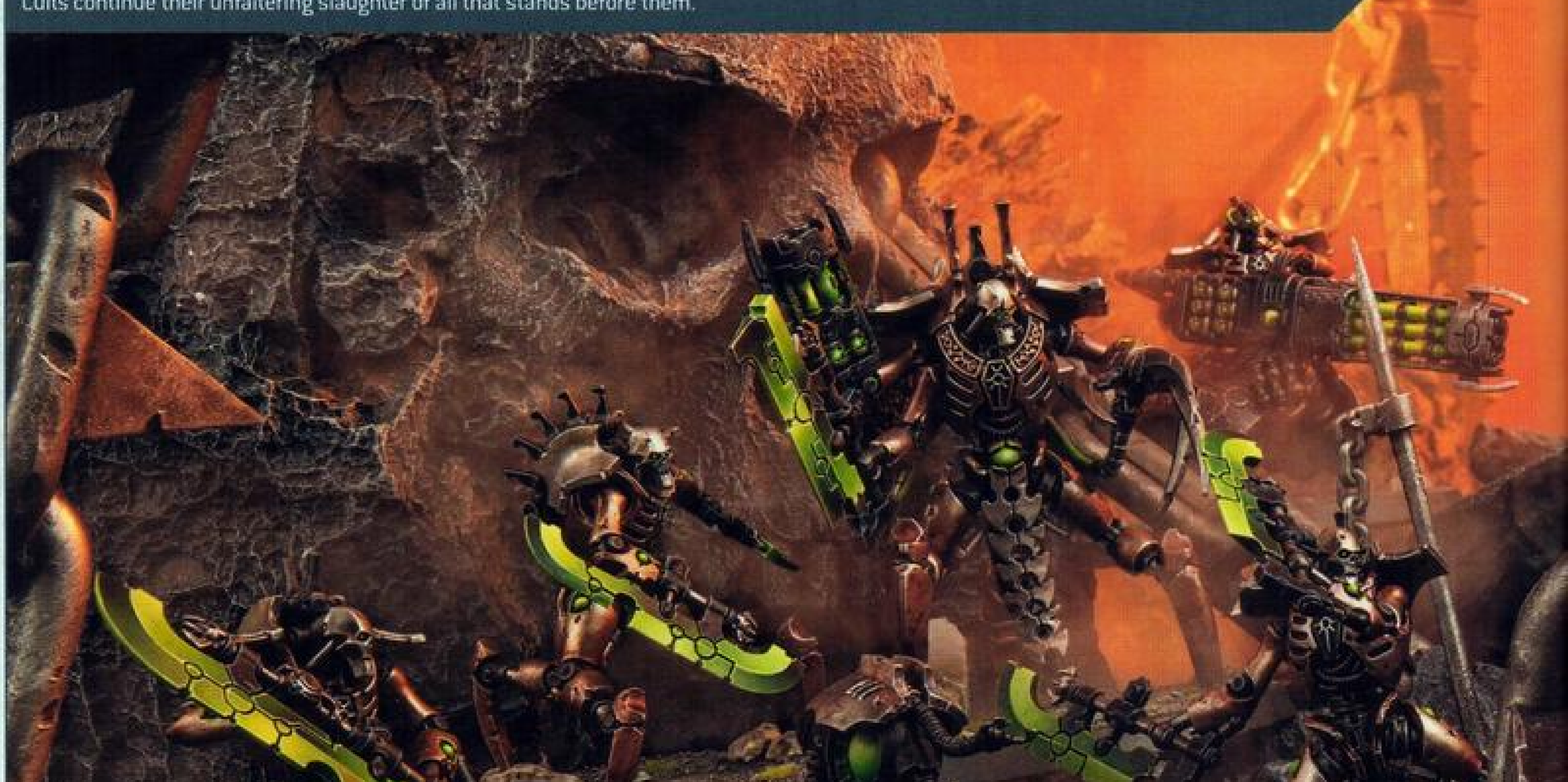
Destroyer Cults make for a diverse and macabre sight, their bodies twisted into optimised mechanisms of murder. Most Destroyers retain the dynastic colours they wore before their descent into madness, if only because altering them is not relevant to the business of killing, and is thus perceived as a waste of time and resource.



Skorpekh Destroyer

Ophydian Destroyers

Amidst the roiling madness of a daemonic incursion, as the very substance of the world they fight upon warps and twists, still the Destroyer Cults continue their unfaltering slaughter of all that stands before them.



FILE: SRR/390/D – NECRON DESTROYER HEAVY ARMAMENTS

Lokhust Heavy Destroyer with enmitic exterminator

Lokhust Heavy Destroyer with gauss destructor

Hexmark Destroyer

Szarekh, the Silent King

Necron Overlord

Technomancer with Canoptek cloak

Royal Warden

Flayed Ones

The T'au Empire's carefully constructed defences crumble as the unnatural might of the C'tan Shards is unleashed upon them. Cosmic powers of sanity-blasting illusion and murderous destruction reduce the courageous warriors of the Fire caste to twisted corpses.

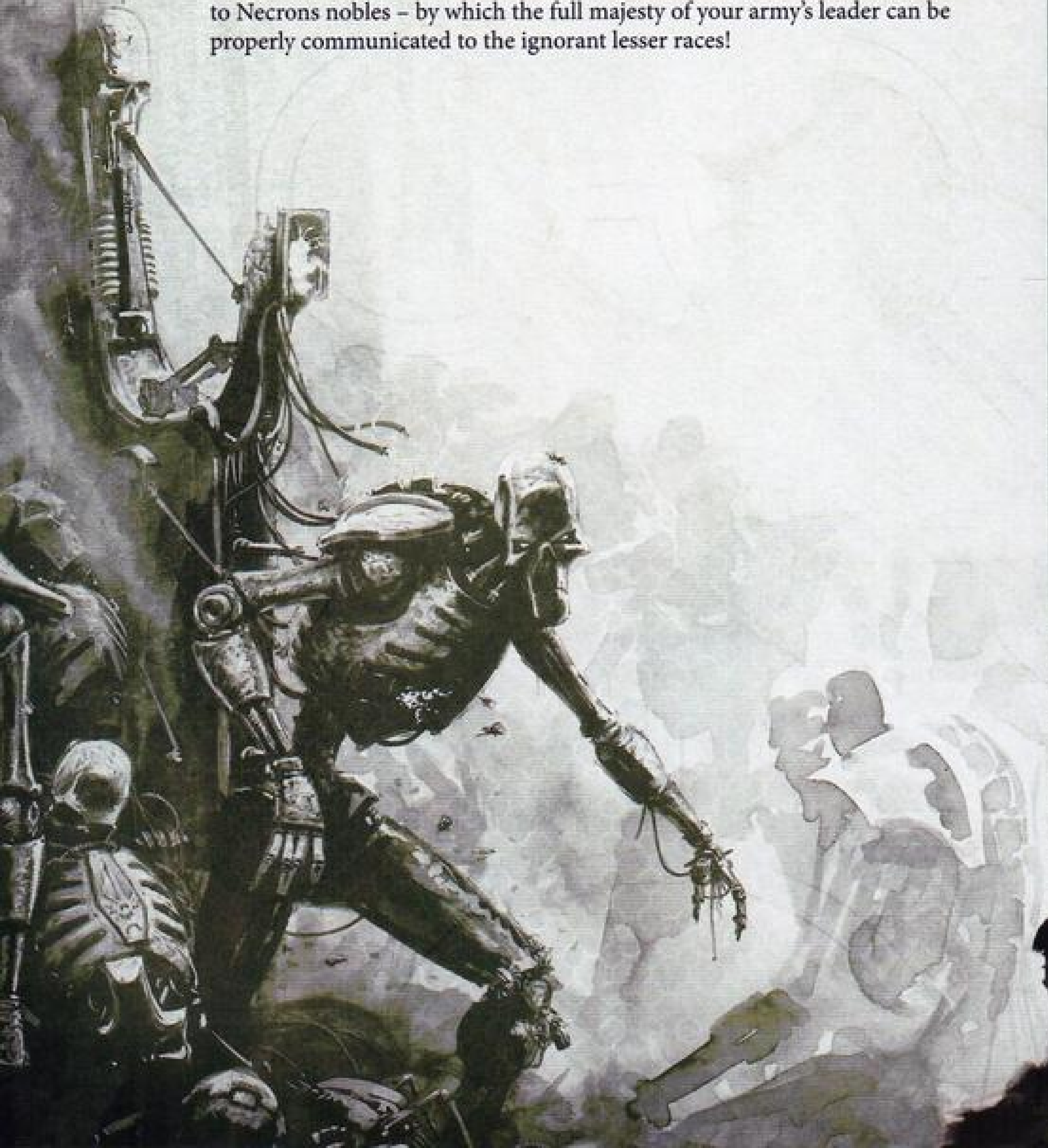
THE RULES

Welcome to the rules section of *Codex: Necrons*. On the following pages you will find all the rules content you need to bring every aspect of the Necrons dynasties to life on your tabletop battlefields. Maybe you're inspired to dive straight into some open play games, maybe you want to forge your own tales of glory and infamy with narrative play, or perhaps you can't wait to pit yourself against your opponents in nail-biting matched play contests. Whichever appeals to you – even if it's a bit of all three – this section of your Codex provides a modular toolbox that allows you to get the most out of your collection.

Of course, there's no need to take it all in at once! Some of the content on the following pages, things like your army's datasheets and the rules for its weapons, will be useful no matter what kind of game you're playing. Others, such as your army's Stratagems, Warlord Traits and Relics, will become relevant once you start playing games with Battle-forged armies. Then there's content like Cryptek Arkana or the Powers of the C'tan that you will unlock by including particular models in your tabletop army. In each case, you can include these new elements at your own pace; whether you're a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there's plenty here to provide you with countless hours of fresh and exciting gameplay.

On top of this, the Necrons are the only faction in Warhammer 40,000 with access to Command Protocol rules, by which you can guide your army's strategy and direct your legions to their inevitable victory. You will find everything you need on the following pages to include these rules in your games of Warhammer 40,000, not to mention bespoke content for your Necrons Crusade force. Included in the latter are exciting Requisitions that enable you to expand the ranks of skills of your Royal Court or see your noble fall to the grip of madness, and a system of Dynastic Epithets – a brand new Battle Honour only available to Necrons nobles – by which the full majesty of your army's leader can be properly communicated to the ignorant lesser races!

> 'It is a source of constant irritation that my opponents cannot correlate their innate inferiority with their inevitable defeat. It would seem that stupidity is as eternal as war.'
>
> *- Nemesor Zahndrekh of the Sautekh Dynasty*



BATTLE-FORGED RULES

DETACHMENT ABILITIES (PG 51-55)

Units in Necrons Detachments gain additional abilities to better reflect how Necrons armies operate together and wage war on the battlefield, including Dynastic Codes to describe individual fighting styles of different Necrons dynasties. You can find out more about Detachment abilities in the Battle-forged Armies section of the Warhammer 40,000 Core Book.

STRATAGEMS (PG 56-59)

Necrons armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, which you can spend Command points to use in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

CRYPTEK ARKANA (PG 62-63)

CRYPTEK models in your Necrons army can be upgraded to take rare and esoteric items called Cryptek Arkana. Such a **CRYPTEK** will be able to unleash new abilities and powers on the battlefield.

ARMY RULES

WARLORD TRAITS (PG 64-65)

The Warlord of a Necrons army can have one of the traits presented in this section. These help to personalise the leader of your force and better reflect their individual combat prowess and command style on the battlefield.

RELICS (PG 66-67)

Necrons characters can take powerful artefacts and ancient weapons called Relics into battle; these Relics and the rules they bestow are described in this section.

POWERS OF THE C'TAN (PG 68)

If your army includes any C'tan Shards or Tesseract Vaults, they can be given powers from the Powers of the C'tan. These represent the reality-defying talents of each individual C'tan Shard as they destroy their foes with but a gesture.

MATCHED PLAY RULES

CHAPTER APPROVED RULES (PG 69)

If you are playing a battle that instructs you to select secondary objectives, then you will be able to choose from the additional Necrons ones printed here. These represent the tactical and strategic goals unique to Necrons armies. You can find out more about selecting secondary objectives in many matched play mission packs, including the Eternal War mission pack found in the Warhammer 40,000 Core Book.

CRUSADE RULES

CRUSADE (PG 70-77)

Necrons have access to a host of additional rules that further personalise your Crusade force. These include bespoke Requisitions, Agendas, Crusade Relics and Weapon Enhancements that reflect the rich background of the Necrons. Amongst the rules presented in this section are Dynastic Epithets, a new type of Battle Honour that Necrons Warlords can gain to better reflect their individual, megalomaniac status.

DATASHEETS

DATASHEETS (PG 80-111)

This section is essential to all Necrons players, regardless of preferred play style, containing as it does the datasheets for Necrons units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

WARGEAR

WEAPON PROFILES (PG 112-115)

This section provides an alphabetised list of all the weapons that Necrons units can be equipped with, and should be used in conjunction with the datasheets section.

POINTS

POINTS VALUES (PG 116-118)

If you are playing a matched play game, or a game that otherwise uses points values, you can use the alphabetised lists in this section to determine the points value of each unit in your army. These values will be reviewed and updated annually.

RULES REFERENCE

GLOSSARY (PG 119)

In this section you will find a glossary of rules terms used in this Codex. This is intended to work alongside the glossary found in the Warhammer 40,000 Core Book, and aid in resolving any compWargelex rules interactions that may arise.

REFERENCE (PG 120)

Here you will find a handy bullet-pointed rules reference that summarises some common Necrons rules.

COMBAT PATROL

Combat Patrol is the smallest size game, and the Necrons force below is a great way to start – regardless of whether you want to play an open play game, forge a narrative with a Crusade army, or compete in a matched play mission. Created from the contents of the Warhammer 40,000 Elite Edition Starter Set, this force can be used in a Battle-forged army, and in itself comprises a Patrol Detachment, as described in the Warhammer 40,000 Core Book.

The Necron Warriors are a reliable unit that, as part of a Battle-forged army, gain the Objective Secured ability (see the Warhammer 40,000 Core Book), making them ideally suited to holding battlefield objectives. Their Reanimation Protocols ability helps them in this role, enabling them to withstand more firepower than the troops of many other armies.

The Necron Warriors' mobility and offensive output can be greatly improved by the Overlord's Relentless March and My Will Be Done abilities. The Overlord is himself a deadly foe, able to slay his enemies in close combat with his hyperphase glaive, or from range using a single shot from his tachyon arrow.

The Skorpekh Destroyers are a tough, elite combat unit. Though few in number, they can – especially when boosted by a Canoptek Plasmacyte's Infused Madness ability – carve through enemy units with ease. Use them to break through your foe's front lines or to clear enemy-held objectives in a burst of violence.

The Canoptek Doomstalker is a giant walking gun capable of vaporising enemy battle tanks. It needs to Remain Stationary to fire at full effect, so position it where it will have good coverage of the battlefield. It does not excel at close combat, so be sure to protect it with your Canoptek Scarab Swarms lest your opponent seek to engage and neutralise it with a fast moving melee unit.

DETACHMENT ABILITIES

A **NECRONS** Detachment is one that only includes models with the **NECRONS** keyword (excluding models with the **UNALIGNED** keyword).

- **NECRONS** Detachments gain the Royal Court and Dynastic Agents and Star Gods abilities.
- **NECRONS** units in **NECRONS** Detachments gain the Dynastic Codes ability.
- Troops units in **NECRONS** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

DYNASTIC CODES

The scattered dynasties of the Necrons pursue many different paths to dominance, embracing their own traditions, arcane technologies and martial doctrines.

All **NECRONS** units with this ability, and all the models in them, gain a Dynastic Code so long as every unit in that Detachment is from the same dynasty. The Dynastic Code they gain depends upon which dynasty they are from, as shown on the following pages.

Example: *A Mephrit unit with the Dynastic Codes ability gains the Solar Fury code.*

If your dynasty does not have an associated Dynastic Code, you must instead create a new Dynastic Code for them, as described on pages 54-55. This allows you to customise the rules for your Necrons dynasty to best represent their fighting style on the battlefield.

In either case, write down all of your Detachments' Dynastic Codes on your army roster.

THE ROYAL COURT

A strict hierarchy dictates every aspect of the Necrons' Royal Courts. Though titles such as Nemesor, Vargard or Heirophactor confer far-reaching duties and martial authority, it is literally encoded into the Necrons' personality engrams to offer ultimate deference to the highest-placed noble on the battlefield.

When mustering your army, if it contains **THE SILENT KING** model, that model must be selected as your **WARLORD**. Otherwise, if your army contains a **PHAERON** model, that model must be selected as your **WARLORD**. Otherwise, if your army contains an **OVERLORD** model, that model must be selected as your **WARLORD**. Otherwise, if your army contains a **LORD** model, that model must be selected as your **WARLORD**. If your army contains none of the listed models, select your **WARLORD** as normal.

DYNASTIC AGENTS AND STAR GODS

There are those who move amongst the dynasties and switch their allegiances as best suits their needs, or else are seen as naught but chattel to be used and discarded at will.

- **DYNASTIC AGENT** and **C'TAN SHARD** units can be included in a **NECRONS** Detachment without preventing other units in that Detachment from gaining a Dynastic Code.
- **DYNASTIC AGENT** and **C'TAN SHARD** units never gain a Dynastic Code.
- You can include a maximum of one **C'TAN SHARD** model in each **NECRONS** Detachment in your army.

DYNASTIC CODES

MEPHRIT: SOLAR FURY

The Mephrit have harnessed the wrath of captive stars to imbue into their weapons. This raging solar energy confers immense raw power and can sear through even the thickest armour with ease.

- Add 3" to the Range characteristic of ranged weapons (excluding Pistols) that models with this code are equipped with.
- Each time a model with this code makes a ranged attack that targets a unit within half range, the Armour Penetration characteristic of that attack is improved by 1.
- When the Protocol of the Vengeful Stars (pg 81) becomes active for your army, if every unit in your army (excluding **DYNASTIC AGENT** and **C'TAN SHARD** units) has this code, you can select both of that command protocol's directives instead of just one.

NEPHREKH: TRANSLOCATION BEAMS

The Crypteks of this dynasty adapted metagold to create what their phaeron calls the 'golden form'. Their soldiery can utilise translocation beamer technology to transmute their bodies into living light in order to flicker across the battlefield.

- Models with this code have a 6+ invulnerable save.
- Each time a unit with this code Advances, it can translocate. If it does, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit. If a unit translocates, until the end of the turn, models in that unit cannot shoot.
- Each time a unit with this code Falls Back or translocates, until the end of the phase, models in that unit can move across models and terrain as if they were not there.
- When the Protocol of the Sudden Storm (pg 81) becomes active for your army, if every unit in your army (excluding **DYNASTIC AGENT** and **C'TAN SHARD** units) has this code, you can select both of that command protocol's directives instead of just one.

NOVOKH: AWAKENED BY MURDER

The crimson hosts of Novokh remember well the sacred rites of blooding performed by their warriors in the ancient times. The dynasty's martial heritage awakens a spark of violent pride within its legions, lending power and ferocity to their attacks.

- Add 1 to charge rolls made for units with this code.
- Each time a model with this code makes a melee attack, if that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, improve the Armour Penetration characteristic of that attack by 1.
- When the Protocol of the Hungry Void (pg 81) becomes active for your army, if every unit in your army (excluding **DYNASTIC AGENT** and **C'TAN SHARD** units) has this code, you can select both of that command protocol's directives instead of just one.

NIHILAKH: AGGRESSIVELY TERRITORIAL

Regal and arrogant, the warriors of this proud dynasty will not give a single inch to their foes. They stand their ground defiantly, unleashing a formidably accurate hail of fire that cleanses the stain of the lesser races from the Nihilakh's rightful lands.

- Units with this code have the Objective Secured ability (see the Warhammer 40,000 Core Book). If a model in such a unit already has this ability, that model counts as one additional model when determining control of an objective marker.
- Each time an attack with an Armour Penetration characteristic of -1 is allocated to a model with this code, if that model's unit is wholly within its controller's deployment zone, that attack has an Armour Penetration characteristic of 0 instead.
- When the Protocol of the Eternal Guardian (pg 81) becomes active for your army, if every unit in your army (excluding **DYNASTIC AGENT** and **C'TAN SHARD** units) has this code, you can select both of that command protocol's directives instead of just one.

> 'Order. Unity. Obedience. We taught the galaxy these things long ago, and we will do so again.'
>
> *- Imotekh the Stormlord*

SZAREKHAN: UNCANNY ARTIFICERS

The Szarekhan dynasty exhibit a deep-rooted ability to fashion and maintain the finest wargear of any Necron dynasty. Enemy fire ricochets harmlessly from their magnificent android forms while, in return, every blast and blade stroke the Szarekhan level at their enemies is lethal in the extreme.

- Each time a model with this code would lose a wound as the result of a mortal wound, roll one D6; on a 5+ that wound is not lost.
- Each time a unit with this code is selected to shoot or fight, you can re-roll one wound roll when making that unit's attacks.
- When the Protocol of the Undying Legions (pg 81) becomes active for your army, if every unit in your army (excluding **DYNASTIC AGENT** and **C'TAN SHARD** units) has this code, you can select both of that command protocol's directives instead of just one.

SAUTEKH: RELENTLESS ADVANCE

Nothing can halt the inexorable march of the Sautekh. These disdainful conquerors will stop at nothing to retake their ancient domain, obliterating any who dare to defy them in a storm of death and destruction.

- Each time a Morale test is taken for a unit with this code, you can re-roll that test.
- Instead of following the normal rules for Rapid Fire weapons, models with this code shooting Rapid Fire weapons make double the number of attacks if the shooting model's target is within 18".
- When the Protocol of the Conquering Tyrant (pg 81) becomes active for your army, if every unit in your army (excluding **DYNASTIC AGENT** and **C'TAN SHARD** units) has this code, you can select both of that command protocol's directives instead of just one.

ANCIENT DYNASTIES

If your chosen dynasty does not have an associated Dynastic Code on pages 52-53, you must instead create their Dynastic Code by selecting one code from the Dynastic Traditions list, below. Unless you selected the Vassal Kingdom Dynastic Code, you can then also select one additional code from the Circumstances of Awakening list, opposite.

DYNASTIC TRADITIONS

Even the most minor Necron dynasties are ancient organisations dating back to galactic prehistory. Each maintains its own deeply ingrained, defining cultural and martial practices, which can be recognised by their prevalence amongst its ranks.

ETERNAL CONQUERORS

Proudly arrayed in their lords' colours, the soldiery of this dynasty see all the enemy's territories as theirs for the taking by ancient right of conquest.

Units with this code have the Objective Secured ability (see the Warhammer 40,000 Core Book). If a model in such a unit already has this ability, that model counts as one additional model when determining control of an objective marker.

PITILESS HUNTERS

This dynasty have long viewed their enemies as little better than vermin, and seek to scour them from the battlefield with overwhelming weight of fire.

Instead of following the normal rules for Rapid Fire weapons, models with this code shooting Rapid Fire weapons make double the number of attacks if either the shooting model's target is within half the weapon's range, or if the shooting model is **INFANTRY** and its unit Remained Stationary in your previous Movement phase.

SUPERIOR ARTISANS

This dynasty employ their vast wealth of rare minerals to arm their legions with finely crafted and sublimely powerful weapons.

Each time a unit with this code is selected to shoot or fight, you can re-roll one wound roll when making that unit's attacks.

RAD-WREATHED

Hailing as they do from tomb worlds long bombarded by cosmic energies, the soldiery of this dynasty have become saturated with spectra of lethal radiation. Foes who draw too close soon discover this to their cost.

Units with this code have the following ability:
'**Rad-wreathed (Aura):** While an enemy unit (excluding **VEHICLE** units) is within 1" of this unit, subtract 1 from the Toughness characteristic of models in that enemy unit.'

IMMOVABLE PHALANX

This dynasty see hastening into battle as unseemly – the province of primitive lesser beings. Instead, they form tight and unyielding battle lines to weather the excitable assaults of their foes.

Each time an attack with a Damage characteristic of 1 is allocated to an **INFANTRY** model with this code, unless that model's unit made a Normal Move, Advanced or Fell Back this battle round, add 1 to any armour saving throws taken against that attack.

UNYIELDING

This dynasty employ closely guarded metallurgical technomancy to render the endoskeletons of their soldiery exceptionally durable.

Models with this code have a 6+ invulnerable save.

CONTEMPTUOUS OF THE CODES

Rarely does this dynasty see any value in the ancient Triarchal codes that dictate the strategies of their peers. Instead, they eliminate their enemies' leaders by any means necessary.

Each time a model with this code makes an attack against a **CHARACTER** unit, you can add 1 to that attack's hit roll.

THE UNMERCIFUL HORDE

This dynasty are infamous for flooding the battlefield with masses of unthinking, unfeeling infantry, whose fearless advance soon overwhelms the foe.

Each time a Morale test is taken for a unit with this code, you can re-roll that test.

MASTERS OF THE MARTIAL

Having long prized martial excellence, this dynasty have become renowned for the lethal combat abilities of their legions.

Each time a unit with this code is selected to shoot or fight, you can re-roll one hit roll when making that unit's attacks.

BUTCHERS

Whether they be battlefield vivisectors satisfying scientific curiosity or simply murderous by nature, this dynasty's legions are eager to wreak bloody slaughter amongst the foe.

Add 1 to charge rolls made for units with this code.

SEVERED

These mindless puppets now serve their master program.

A unit with this code benefits from the selected directive of your army's active command protocol while it is within 9" of a friendly **NECRONS CHARACTER** model (excluding **C'TAN SHARD** models), instead of 6".

VASSAL KINGDOM

Whether through allegiance or conquest, this dynasty was long ago subsumed into another greater than itself.

Select one of the following dynasties and use the Dynastic Code of that dynasty as listed on pages 52-53: Mephrit; Nephrekh; Nihilakh; Novokh; Sautekh; Szarekhan.

'Time is a weapon like any other. If nothing else, I can simply wait for my foes to rot.'

- Orikan the Diviner

CIRCUMSTANCES OF AWAKENING

Every tomb world's awakening is diverse depending upon the conditions of the planet, the potential presence of localised enemy forces and whatever engrammatic corruption may have crept into the minds of the world's leaders during their Great Sleep. Even two worlds belonging to the same dynasty may fight very differently, depending upon the circumstances that have dictated their return to the galactic stage.

THE ANCIENTS STIR

Some worlds are still only stirring. As their revivification continues, it is their Canoptek constructs – driven into a state of hyper-aggression – that bear the brunt of defensive combat operations.

- Add 1" to the Move characteristic of **Canoptek** models with this code.
- Each time a **Canoptek** unit with this code makes a pile-in or consolidate move, so long as each model that moves ends its move closer to the closest enemy model, you can move each model in that unit up to 4".

ARISE AGAINST THE INTERLOPERS

This world was awakened by the presence of incautious intruders. Affronted, the risen legions seek to exact vengeance and make bloody examples at close quarters.

Each time a model with this code makes a melee attack against an **Infantry** or **Biker** unit, an unmodified hit roll of 6 automatically wounds the target.

HEALTHY PARANOIA

This tomb world's leaders awoke possessed of caution bordering upon – or possibly plunging into – mania. Their legions operate accordingly, seeking to keep the lesser races at arm's length and exterminate them from afar.

Add 3" to the Range characteristic of ranged weapons (excluding Pistols) that models with this code are equipped with.

RELENTLESSLY EXPANSIONIST

Driven by an overriding martial mindset or simply fortunate enough to have awoken to minimal enemy resistance, this tomb world's legions are on the march and seek to seize every world that lies in their path.

At the start of the first battle round, before the first turn begins, units with this code can make a Normal Move of up to 6".

ISOLATIONISTS

This tomb world's rulers consider all about them to be a threat, be it the lesser races, old rival dynasties or even the denizens of other worlds within their own dynasty! Whether this attitude is based upon dangers real or imagined, it has led to them perfecting weaponry capable of eliminating not only threats from outside their own species, but also from within.

Each time a model with this code makes an attack with a Rapid Fire weapon that targets a unit within 12", add 1 to the Strength characteristic of that attack.

WARRIOR NOBLES

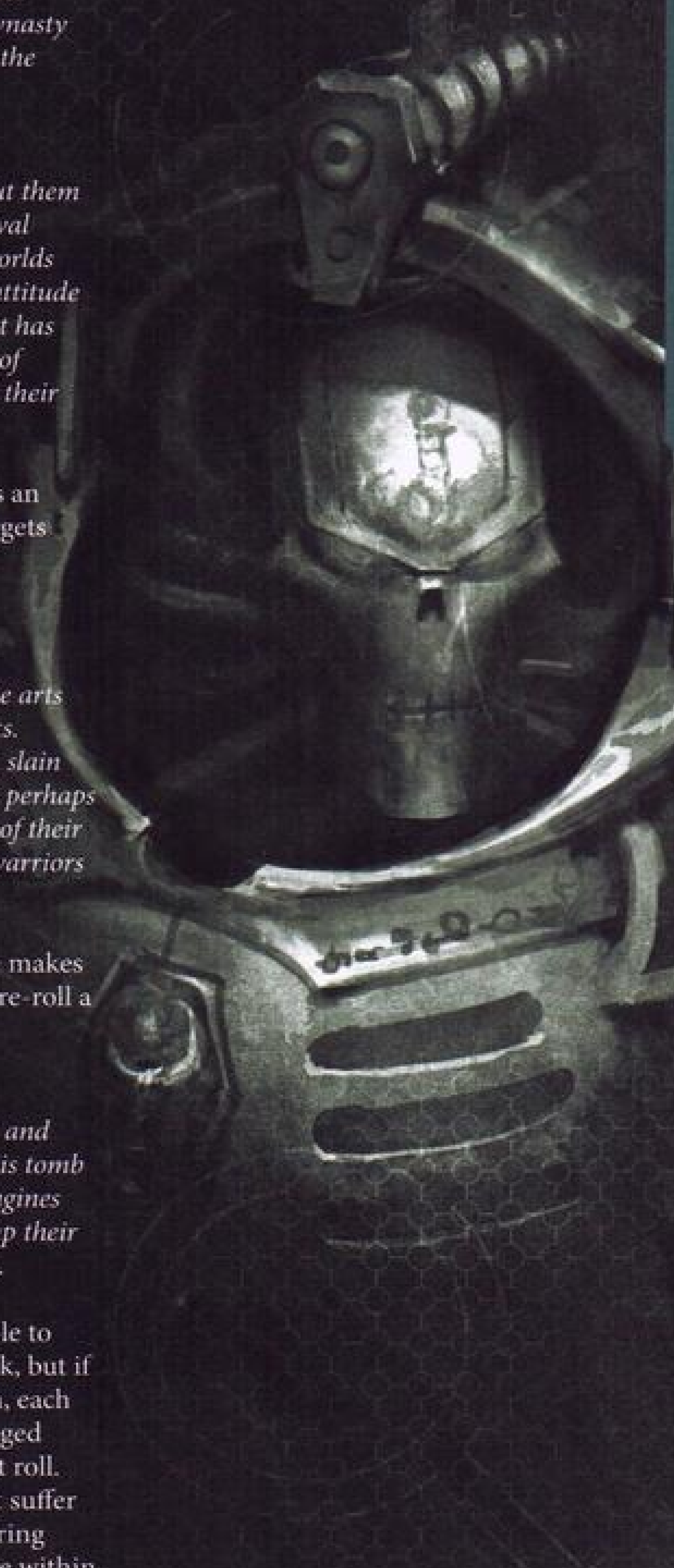
This tomb world's leaders are versed in the arts of combat and enhanced by their Crypteks. Perhaps they awoke to find their phaeron slain and were forced to fight for the throne, or perhaps they were beset by foes from the moment of their waking – in any case, only the strongest warriors have survived.

Each time a **Noble** model with this code makes a melee attack, re-roll a hit roll of 1 and re-roll a wound roll of 1.

INTERPLANETARY INVADERS

With their full military apparatus roused and their sights set on galactic domination, this tomb world's Royal Court send waves of war engines into battle to wreak destruction and stamp their immutable right of conquest upon the foe.

- **Vehicle** units with this code are eligible to shoot in a turn in which they Fell Back, but if they do, then until the end of the turn, each time a model in that unit makes a ranged attack, subtract 1 from that attack's hit roll.
- **Vehicle** models with this code do not suffer the penalty to hit rolls incurred for firing Heavy weapons while enemy units are within Engagement Range of their unit.



STRATAGEMS

If your army includes any **NECRONS** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to the Stratagems shown here, and can spend CPs to use them. When one of these Stratagems instructs you to select a unit from your army, replace all instances of the **<DYNASTY>** keyword on that Stratagem (if any) with the name of the dynasty that your selected unit is from.

DIMENSIONAL CORRIDOR 1CP

Necrons – Battle Tactic Stratagem

Obeying recall protocols, this unit step into a temporary dimensional displacement tunnel and re-emerge from the eternity gate of a nearby Monolith.

Use this Stratagem at the start of your Movement phase. Select one **<DYNASTY> CORE INFANTRY** unit from your army that is on the battlefield. Remove that unit from the battlefield. In the Reinforcements step of this phase, set that unit back up on the battlefield anywhere that is wholly within 3" of a friendly **<DYNASTY> MONOLITH** model and more than 9" away from any enemy models.

TECHNO-ORACULAR TARGETING 1CP

Necrons – Battle Tactic Stratagem

Guided by the painstaking predictions of a conclave of astromancers, this shot strikes inescapably true.

Use this Stratagem in your Shooting phase, before making the wound roll for an attack made by a **NECRONS** model from your army. Do not make a wound roll for that attack: it automatically wounds the target.

EXTERMINATION PROTOCOLS 2CP

Necrons – Battle Tactic Stratagem

Lokhust Destroyers have sacrificed every last ember of their souls in order to pursue the eradication of all mortal life.

Use this Stratagem in your Shooting phase, when a **LOKHUST DESTROYERS** or **LOKHUST HEAVY DESTROYERS** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack, you can re-roll the wound roll.

STORM OF FLENSING BLADES 2CP

Necrons – Battle Tactic Stratagem

Driven into a grotesque frenzy by the hot gore sluicing through their innards, the Flayed Ones lay about themselves wildly with their vicious talons.

Use this Stratagem at the end of the Fight phase. Select one **FLAYED ONES** unit from your army within Engagement Range of any enemy units; that unit can fight again.

FRACTAL TARGETING 1CP

Necrons – Battle Tactic Stratagem

Augmentative targeting routines have been pre-programmed into these Tomb Blades' strategic engagement protocols, holding the craft momentarily level as they lock on to their victims and unleash a withering barrage of fire.

Use this Stratagem in your Shooting phase. Select one **TOMB BLADES** unit from your army. Until the end of the phase:

- All Rapid Fire weapons that models in that unit are equipped with are treated as being Assault 2 weapons.
- Models in that unit do not suffer the penalty to hit rolls incurred for firing Assault weapons in the same turn that their unit has Advanced.

JUDGEMENT OF THE TRIARCH 1CP

Necrons – Battle Tactic Stratagem

Those who defy the will of the Final Triarch are subject to swift and merciless retribution.

Use this Stratagem in your Shooting phase, when a **TRIARCH** unit is selected to shoot, or in the Fight phase, when a **TRIARCH** unit is selected to fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

ETERNAL PROTECTORS 1CP

Necrons – Battle Tactic Stratagem

Lychguard are the ultimate bodyguards; they never tire, never give a thought to their own safety over that of their master and fight all the harder as the danger to that master grows greater.

Use this Stratagem in the Fight phase. Select a **<DYNASTY> LYCHGUARD** unit from your army. Until the end of the phase, while that unit is within 3" of a friendly **<DYNASTY> NOBLE** model, add 1 to the Attacks characteristic of each model in that unit.

RESURRECTION PROTOCOLS 1CP

Necrons – Epic Deed Stratagem

Necron rulers possess sophisticated self-repair systems that can re-knit their corporeal forms after even the most grievous wounds.

Use this Stratagem in any phase, when a **NECRONS INFANTRY NOBLE** or **NECRONS INFANTRY CRYPTEK** model from your army is destroyed. You can choose to roll one D6 at the end of the phase instead of using any rules that are triggered when that model is destroyed (e.g. the Surrogate Hosts abilities). If you do, then on a 4+, set that model back up on the battlefield as close as possible to where they were destroyed and more than 1" away from any enemy models, with D3 wounds remaining. This Stratagem cannot be used to set the same model back up more than once per battle.

STRANGE ECHOES 1CP

Necrons – Epic Deed Stratagem

Battling its imprisonment, this C'tan Shard shows a flicker of will as it moulds its powers anew to the alarm of friend and foe alike.

Use this Stratagem in your Command phase. Select one **C'TAN SHARD** model from your army. Select one of the powers from the Powers of the C'tan (pg 68) that the model does not know. The selected power replaces one of the Powers of the C'tan that the model does know.

THE DEATHLESS ARISE 1CP

Necrons – Epic Deed Stratagem

Focusing all of its talents, this Technomancer drags rank upon rank of sundered Necron soldiery back to their feet.

Use this Stratagem in your Command phase. Select one **TECHNOMANCER** model from your army. Until the end of the phase, that model can use its Rites of Reanimation ability one additional time.

DIMENSIONAL DESTABILISATION 2CP/1CP

Necrons – Epic Deed Stratagem

As the powers of this C'tan Shard reshape reality, its aftershocks roll across the battlefield, triggering further cosmic phenomena.

Use this Stratagem at the end of your Movement phase, when a **C'TAN SHARD** model from your army has used a Power of the C'tan. Roll one D6; that model can immediately use the corresponding power from the Powers of the C'tan (pg 68), even if it has already been used this turn. If that model has the **TITANIC** keyword, this Stratagem costs 2CP; otherwise it costs 1CP.

ENTROPIC STRIKE 2CP

Necrons – Epic Deed Stratagem

With every clenched fist, searing gaze and contemptuous gesture, the C'tan Shard obliterates from existence the matter that comprises its enemies.

Use this Stratagem in the Fight phase, when a **C'TAN SHARD** model from your army is selected to fight. Until the end of the phase, each time a melee attack is made by that model, invulnerable saving throws cannot be taken against that attack.

HAND OF THE PHAERON 2CP

Necrons – Requisition Stratagem

This dynasty's phaeron has sent out their chosen nemesor, imbuing them with regal and absolute power to act in their stead.

Use this Stratagem before the battle, when you are mustering your army. If your army does not contain a model with the **PHAERON** keyword, select one **NECRONS OVERLORD** model from your army (excluding named characters). That model gains the **PHAERON** keyword, and in your Command phase it can use its My Will Be Done ability one additional time. You can only use this Stratagem once.

DYNASTIC HEIRLOOMS 1CP

Necrons – Requisition Stratagem

Vast and sprawling are the treasure vaults of this legion's dynasty, and richly appointed are their noble leaders when in battle.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **NECRONS** keyword. Select one **NECRONS CHARACTER** model (excluding **C'TAN SHARD** models) in your army and give them one Relic (this must be a Relic they can have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

RAREFIED NOBILITY 1CP

Necrons – Requisition Stratagem

In a show of arrogant superiority, the Necrons' leader has brought the cream of their noble allies to war at their side.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **NECRONS** keyword. Select one **NECRONS CHARACTER** model (excluding **C'TAN SHARD** models) in your army and determine one Warlord Trait for that model (this must be a Warlord Trait they can have); that model is only regarded as your **WARLORD** for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

ENSLAVED PROTECTORS 1CP

Necrons – Strategic Ploy Stratagem

Should danger threaten, Canoptek constructs are compelled by their programming to surge selflessly to their masters' aid.

Use this Stratagem in your opponent's Charge phase. Select one **CANOPTEK** unit from your army. Until the end of the phase, that unit is eligible to perform Heroic Interventions as if it was a **CHARACTER**.

STELLAR ALIGNMENT PROTOCOL 2CP/1CP

Necrons – Strategic Ploy Stratagem

Driven by Cryptek manipulation, a key Necron war engine activates backup systems in order to fulfil its crucial pre-aligned role in the wider battle plan.

Use this Stratagem in the Command phase. Select one **NECRONS VEHICLE** model from your army that has a Wounds characteristic of 10 or more. Until the start of your next Command phase, that model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use. If that model has the **TITANIC** keyword, this Stratagem costs 2CP; otherwise it costs 1CP.

SO ARROGANTLY DO THESE XENOS WIELD THEIR TECHNOLOGIES, IF SUCH A HOLY TERM CAN EVEN BE APPLIED TO DEVICES THAT PERVERT THE FUNDAMENTAL LAWS OF THE OMNISSIAH'S REALM INTO THE DARKEST FORMS OF HERESY.

REANIMATION PRIORITISATION 2CP

Necrons – Strategic Ploy Stratagem

Canoptek Reanimators can quickly re-prioritise which warriors are in greatest need of their healing beams.

Use this Stratagem in your opponent's Shooting phase, when a **NECRONS** unit from your army is selected as the target of an attack. Select one **CANOPTEK REANIMATOR** model in your army that is within 6" of and visible to the targeted unit. That model can use its Nanoscarab Reanimation Beam ability as if it was your Command phase, selecting the targeted unit to be healed by its reanimation beam (any unit that was already being healed by that model's reanimation beam is no longer considered to be healed by it).

BURROWING NIGHTMARES 1CP

Necrons – Strategic Ploy Stratagem

Writhing and hissing, these Ophydian Destroyers plunge back into the bedrock with slashing claw strokes and flickering dimensional displacements. The foe look on fearfully, knowing that the murderous androids will not remain buried for long.

Use this Stratagem at the start of your Movement phase. Select one **OPHYDIAN DESTROYERS** unit from your army that is on the battlefield. Remove that unit from the battlefield. In the Reinforcements step of your next Movement phase, you can set that unit back up on the battlefield anywhere that is more than 9" away from any enemy models. If the battle ends and that unit is not on the battlefield, it is destroyed.

SELF-DESTRUCTION 1CP

Necrons – Strategic Ploy Stratagem

If enabled, the self-destruct protocols of Canoptek Scarabs cause them to explode in a hail of razor-sharp armour fragments.

Use this Stratagem in the Fight phase, when a **CANOPTEK SCARAB SWARMS** unit from your army is selected to fight. Select one model in that unit. After that unit has finished piling in, you can select one enemy unit within Engagement Range of that model and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds. The **CANOPTEK SCARAB SWARM** model is then destroyed.

PRISMATIC DIMENSIONAL BREACH 1CP

Necrons – Strategic Ploy Stratagem

Engaging a secondary prismatic filter built into its invasion beam projector, the Necron construct splits the skin of realspace with multiple dimensional doorways from which the dynastic legions advance.

Use this Stratagem in the Reinforcements step of your Movement phase. Select one **<DYNASTY> CORE** unit from your army that is in Strategic Reserves, and then select one friendly **<DYNASTY> NIGHT SCYTHE** or **<DYNASTY> MONOLITH** model that is on the battlefield. Set that **CORE** unit up anywhere on the battlefield that is wholly within 3" of that **NIGHT SCYTHE** or **MONOLITH** model and not within Engagement Range of any enemy units. This Stratagem cannot be used in the first battle round.

SHADOWS OF DRAZAK 1CP

Necrons – Strategic Ploy Stratagem

These Flayed Ones have drawn the crawling shadows of their charnel realm through the veil with them. Now, they slink ever closer to the enemy, their red eyes glowing like eerie lanterns from amidst coiling curtains of ice-cold darkness.

Use this Stratagem in any phase, when a **FLAYED ONES** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

AETHERIC INTERCEPTION 1CP

Necrons – Strategic Ploy Stratagem

With hunters' instincts honed over aeons, the Deathmarks pounce precisely at the moment their prey enter battle, gunning them down before they can even act.

Use this Stratagem in the Reinforcements step of your opponent's Movement phase, after an enemy unit has been set up on the battlefield. Select one **HYPERSPACE HUNTER** unit from your army that is either on the battlefield, in a hyperspace dimension or in Strategic Reserves.

- If that **HYPERSPACE HUNTER** unit is in a hyperspace dimension or in Strategic Reserves, set it up anywhere on the battlefield that is within 18" of that enemy unit and more than 9" away from any enemy models.
- That **HYPERSPACE HUNTER** unit can, at the end of the phase, shoot as if it were your Shooting phase, but until the end of the phase it can only target the enemy unit that was just set up on the battlefield (and only if that enemy unit is an eligible target for that attack).

RELENTLESS ONSLAUGHT 1CP

Necrons – Strategic Ploy Stratagem

The Necron soldiery stride forward, tracking their targets and unleashing volley after volley with merciless efficiency.

Use this Stratagem in your Shooting phase, when a **CORE INFANTRY** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack with a Rapid Fire weapon, an unmodified hit roll of 6 scores one additional hit.

CURSE OF THE PHAERON 3CP/1CP

Necrons – Strategic Ploy Stratagem

Necron nobles are jealously protective of their armoury – should foes destroy such a jewel of the dynastic hoard, they risk triggering vengeance protocols intended to demonstrate the Necrons' displeasure in an explosive fashion.

Use this Stratagem in any phase, when a **NECRONS VEHICLE** model from your army is destroyed. Do not roll to see if that model explodes: it does so automatically. If that model has the **TITANIC** keyword, this Stratagem costs 3CP; otherwise it costs 1CP.

ATAVISTIC INSTIGATION 1CP

Necrons – Strategic Ploy Stratagem

As the Doom Scythe screams overhead, its foes search for any cover lest they too be disintegrated in the ensuing onslaught.

Use this Stratagem in your Shooting phase, when a **DOOM SCYTHE** model from your army is selected to shoot. After you select the target unit for that model's heavy death ray, select one enemy unit within 3" of that target (you can select the target itself if you wish); that enemy unit can either brace or duck for cover.

- If that unit braces, and it is not a **VEHICLE** or a **MONSTER** unit, it suffers D3 mortal wounds.
- If that unit ducks for cover, then until the end of the turn, subtract 1 from the Attacks characteristic of models in that unit, and that unit cannot fire Overwatch or Set to Defend (see the Warhammer 40,000 Core Book).

REVENGE OF THE DOOMSTALKER 2CP

Necrons – Strategic Ploy Stratagem

Should their masters be slain, vengeance sub-protocols within Canoptek Doomstalkers are triggered. The looming machines swing their guns to bear upon those who struck the killing blow.

Use this Stratagem in any phase, when a **<DYNASTY> CHARACTER** unit from your army is destroyed by an enemy unit. Select one friendly **<DYNASTY> CANOPTEK DOOMSTALKER** model from your army.

- At the end of the phase, that **CANOPTEK DOOMSTALKER** model can shoot as if it were your Shooting phase, but it can only target that enemy unit (and only if that enemy unit is an eligible target for that attack).
- Until the end of the battle, each time that **CANOPTEK DOOMSTALKER** model makes an attack that targets that enemy unit, add 1 to that attack's hit roll.

DISRUPTION FIELDS 1CP

Necrons – Wargear Stratagem

The thrumming aura of negative energy known as a disruption field warps and dissolves both armour and flesh.

Use this Stratagem in the Fight phase, when a **NECRONS CORE** unit from your army is selected to fight. Until the end of the phase, add 1 to the Strength characteristic of models in that unit.

DISINTEGRATION CAPACITORS 1CP

Necrons – Wargear Stratagem

Molecular disintegration emitters activate within these Necrons' weapons even as they open fire, flaying away additional layers of enemy armour in explosive eruptions of glowing dust.

Use this Stratagem in your Shooting phase, when a **NECRONS** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack with a gauss weapon (pg 112), an unmodified hit roll of 6 automatically wounds the target.

MALEVOLENT ARCING 1CP

Necrons – Wargear Stratagem

Leaping and coiling about its target with malicious pseudo-sentience, the living lightning of these tesla weapons coils outward like a slaver's whip to lash at yet more nearby victims.

Use this Stratagem in your Shooting phase, when a **NECRONS** model from your army targets an enemy unit with a tesla weapon (pg 112). After making that weapon's attacks, roll one D6 for each other unit within 6" of that enemy unit: on a 4+, the unit being rolled for suffers 1 mortal wound.

WHIRLING ONSLAUGHT 1CP

Necrons – Wargear Stratagem

Skorpekh Destroyers carom into battle with a spiralling gait that allows them to deflect enemy shots with their whirling blades.

Use this Stratagem in any phase, when a **SKORPEKH DESTROYERS** or **SKORPEKH LORD** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's wound roll.

QUANTUM DEFLECTION 1CP

Necrons – Wargear Stratagem

Necron quantum shielding is a true marvel of techno-arcana, phasing into existence at the moment of impact and capable of adaptive remodulation to diffuse and deflect even the most powerful enemy attacks.

Use this Stratagem in any phase, when a **NECRONS QUANTUM SHIELDING** unit from your army is selected as the target of an attack. Until the end of the phase, models in that unit have a 4+ invulnerable save.

SOLAR PULSE 1CP

Necrons – Wargear Stratagem

Many Necron weapons contain pulsing orbs, within which is bound the awesome power of a solar flare.

Use this Stratagem in your Shooting phase. Select one enemy unit. Until the end of the phase, each time a model in a **NECRONS** unit from your army makes a ranged attack against that enemy unit, the target does not receive the benefits of cover against that attack.

RECONSTITUTION PROTOCOLS 1CP

Necrons – Wargear Stratagem

In response to pre-programmed parameters, this Ghost Ark diverts additional power to rapidly repairing and re-deploying the fallen Necron soldiery that it has harvested from the battlefield.

Use this Stratagem in your Command phase. Select one **GHOST ARK** unit from your army. Until the end of the phase, each time that unit uses its Repair Barge ability, you can set up to D6 destroyed models back up on the battlefield, instead of D3.

DYNASTIC STRATAGEMS

If your army includes a **Mephrit**, **Nephrekh**, **Nihilakh**, **Novokh**, **Sautekh** or **Szarekhan** Detachment (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then you will gain access to that dynasty's Stratagem, shown below, in addition to the ones on pages 56-59. Such a Detachment is one where every unit in that Detachment (excluding **Dynastic Agents** and **C'tan Shard** units) is from the same dynasty (and it is one of the ones listed above).

TALENT FOR ANNIHILATION 1CP

Mephrit – Strategic Ploy Stratagem

The Mephrit seek not merely to defeat their foes, but to entirely expunge them from the face of the galaxy.

Use this Stratagem in your Shooting phase, when a **Mephrit** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage (a maximum of 3 mortal wounds can be inflicted per phase via this Stratagem).

TRANSLOCATION CRYPT 1CP

Nephrekh – Wargear Stratagem

Masters of teleportation technology, the Nephrekh ride into battle upon blinding beams of light from deep within their armoured tomb complexes.

Use this Stratagem before the battle when declaring reserves and transports (if you are playing a mission without this step, use this Stratagem during deployment instead). Select one **Nephrekh** unit (excluding **Vehicle** or **Monster** units) from your army. That unit gains the Dimensional Translocation ability (pg 80).

RECLAIM A LOST EMPIRE 1CP

Nihilakh – Strategic Ploy Stratagem

The Nihilakh seek to rule the galaxy, and once they have claimed a domain it is almost impossible to drive them from it.

Use this Stratagem in your Shooting phase. Select one **Nihilakh Infantry** unit from your army that is currently performing an action. That unit can still shoot this phase without that action failing.

BLOOD RITES 1CP

Novokh – Battle Tactic Stratagem

Anointed in the spurting blood of the foe, the movements of the Novokh legions become ever more swift, purposeful and deadly.

Use this Stratagem in the Fight phase, when a **Novokh** unit from your army is selected to fight. Until the end of the phase, add 1 to the Attacks characteristic of models in that unit.

METHODICAL DESTRUCTION 2CP

Sautekh – Battle Tactic Stratagem

The Sautekh Dynasty excel in systematic killing, marking each target then concentrating their fury upon it until it is completely obliterated.

Use this Stratagem in your Shooting phase, after a **Sautekh** unit from your army has finished making its attacks. Select one enemy unit that was targeted by an attack made by a model in that unit this phase. Until the end of the phase, each time an attack is made by a model in another friendly **Sautekh** unit against that enemy unit, add 1 to that attack's hit roll.

EMPYRIC DAMPING 1CP

Szarekhan – Wargear Stratagem

Many Szarekhan bear finely worked noctilith chest-ankhs that create an ambient counter-empyric field that deadens the abilities of even the most powerful psykers.

Use this Stratagem in your opponent's Psychic phase, when an enemy **Psyker** attempts to manifest a psychic power within 18" of a **Szarekhan** unit from your army. Roll one D6: on a 4+, that psychic power is denied.

THE DEEPER THAT WE DELVE INTO THE TECHNOLOGIES AND SOCIAL STRUCTURES OF THESE ANCIENT XENOS, THE MORE I COME TO BELIEVE THAT [REDACTED – MAGOS KOLOVACHOS APPREHENDED FOR HERETICAL XENODEVIANT STUDY].

CRYPTEK ARKANA

If your army is Battle-forged and includes any **NECRONS** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary and Fortification Network Detachments), then when you are mustering your army, you can upgrade any of the **CRYPTEK** models in your army by giving them an item of Cryptek Arkana, chosen from those presented here. Each time you give a **CRYPTEK** model an item of Cryptek Arkana, its Power Rating is increased by the amount shown in the table opposite. If you are playing a matched play game, or a game that uses a points limit, then the points value of that model is also increased by the amount shown on the same table. Make a note on your army roster each time you give a **CRYPTEK** model an item of Cryptek Arkana.

Named characters cannot be given Cryptek Arkana. Each **CRYPTEK** model can only have one item of Cryptek Arkana. An army (or a Crusade force) cannot include the same item of Cryptek Arkana more than once. Cryptek Arkana are not considered to be Relics for any rules purposes – this means a **CRYPTEK** model can be equipped with both a Relic and an item of Cryptek Arkana.

A Crusade force cannot start with any **CRYPTEK** models having Cryptek Arkana – to include one in a Crusade force you must use the Cryptek Arkana Requisition (pg 72).

CRYPTEK ARCANA ITEM	POWER	POINTS
ATAVINDICATOR	+1	+25
CORTICAL SUBJUGATOR SCARABS	+1	+15
COUNTERTEMPORAL NANOMINES	+2	+30
CRYPTOGEOMETRIC ADJUSTER	+1	+15
DIMENSIONAL SANCTUM	+1	+15
FAIL-SAFE OVERCHARGER	+2	+30
HYPERMATERIAL ABLATOR	+1	+25
METALODERMAL TESLA WEAVE	+1	+20
PHOTONIC TRANSUBJECTOR	+1	+20
PHYLACTERINE HIVE	+1	+20
PRISMATIC OBFUSCATRON	+1	+20
QUANTUM ORB	+1	+20

ATAVINDICATOR

Employing psycho-interrogative transoptic projectors, this cruel device plucks the target's most primitive fears from their mind and projects them in a bewildering assault upon their field of vision. Bombarded by horrible visions of their own onrushing death, foes are likely to harm themselves in an effort to escape their hallucinatory fate, or else suffer crippling psychological and physical side effects from their state of abject terror.

PSYCHOMANCER model only. At the end of your Movement phase, select one enemy unit (excluding **VEHICLE** units) within 18" of the bearer and roll 3D6: if the total is equal to or greater than that enemy unit's Leadership characteristic, it suffers D3 mortal wounds.

CRYPTOGEOMETRIC ADJUSTER

Keyed to trigger vertiginous responses in the sensory apparatus of non-Necron life forms, this malicious device causes nearby foes to shoot wildly and inaccurately as their perception of space and time warps in a dizzying rush.

At the start of your opponent's Shooting phase, you can select one enemy unit that is within 12" of and visible to the bearer. Until the end of the phase, each time a model in that unit makes an attack, subtract 1 from that attack's hit roll.

PHOTONIC TRANSUBJECTOR

This device fashions temporary, hard-light hologrammatic simulacra of its user to bewilder attackers and confound assassins.

Once per turn, the first time a saving throw is failed for the bearer, the Damage characteristic of that attack is changed to 0.

DIMENSIONAL SANCTUM

This Cryptek has had a personal dimensional pocket-reality crafted for them, from which they can emerge into battle at will.

The bearer gains the Dimensional Translocation ability (pg 80).

CORTICAL SUBJUGATOR SCARABS

Paranoid and self-obsessed, this Cryptek has seen to it that key underlings are infested – without their knowledge, of course – with a specialised variant of mindshackle scarabs. In an emergency, these allow the parasitised minion to be activated, their thought patterns overridden by the singular and overwhelming desire to storm into battle and protect their master, no matter the cost.

Once per battle, at the start of the Heroic Interventions step of your opponent's Charge phase, you can select one friendly **<DYNASTY>** unit within 6" of the bearer. Unless that unit is within Engagement Range of any enemy units, it can perform a Heroic Intervention as if it were a **CHARACTER**.

COUNTERTEMPORAL NANOMINES

Released from a hive-gem about the bearer's person, a swarm of nanoscarabs sweep out and lace the ground before them with microscopic temporal charges. Foes advancing into this invisible minefield find reality stuttering and glitching around them as they trigger one minute chronofault after another.

CHRONOMANCER model only. In your Shooting phase, you can select one enemy unit within 18" of the bearer. Until the start of your next turn, halve Advance rolls and charge rolls made for that unit.

FAIL-SAFE OVERCHARGER

By triggering the override protocols embedded in this stave, the bearer can activate the guardian fail-safes in nearby Canoptek constructs. Believing the Master Program of their tomb world to be under direct assault, the constructs access hidden power reservoirs and enter a furious state of aggressive overdrive.

TECHNOMANCER model only. In your Command phase, you can select one friendly **CANOPTEK** unit within 9" of the bearer. Until the start of your next Command phase, add 1 to the Attacks characteristic of models in that unit. If that unit is a **MONSTER** or **VEHICLE** unit, add D3 to the Attacks characteristic of models in that unit instead of 1.

HYPERMATERIAL ABLATOR

By simply pointing and activating this slender quasinium rod, the bearer shrouds their targeted allies in a whirling field of accumulated hypermatter.

In your Command phase, you can select one friendly **<DYNASTY> CORE** or **<DYNASTY> CANOPTEK** unit within 9" of the bearer. Until the start of your next Command phase, each time a ranged attack is made against that unit, if the attacker is more than 12" away, then the unit you selected is treated as having the benefits of light cover (see the Warhammer 40,000 Core Book).

QUANTUM ORB

This smooth and featureless orb is activated by the depression of a series of hidden triggers across its surface in a particular sequence. This act releases the safeguard fields within it one at a time. When the last of these is released, the device is annihilated along with those nearby as it frees the collapsing quantum singularity at its heart.

PLASMANCER model only. Once per battle, in your Command phase, the bearer can activate this item of Cryptek Arkana. If it does, select one point on the battlefield anywhere within 24" of the bearer and place a marker on that point. At the start of your next Command phase, roll one D6 for each unit within 6" of the centre of that marker, subtracting 1 if the unit being rolled for is a **CHARACTER**. On a 4-5, that unit suffers D3 mortal wounds, and on a 6, that unit suffers 3 mortal wounds. The marker is then removed.

METALODERMAL TESLA WEAVE

This microsilicate weave generates a cyclical electrostatic overload that, providing its user triggers it in time, sends arcing lightning leaping out to roast onrushing attackers.

At the end of the Charges step of your opponent's Charge phase, you can select one enemy unit that finished a charge move within 6" of the bearer this phase. Roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

PHYLACTERINE HIVE

Held in a stabilised flux-field within this small mica-steel orb is a swarm of particularly potent, if short-lived, nanoscarabs. By deactivating the field, then tossing the hive into the midst of a friendly Necron unit, these quick-burning repair drones can be unleashed to restore the physical forms of even the most complex or unusual android soldiery.

TECHNOMANCER model only. Once per battle, when the bearer uses its Rites of Reanimation ability, you can select one friendly **<DYNASTY> CANOPTEK**, **<DYNASTY> DESTROYER CULT** or **TRIARCH PRAETORIAN** unit to be affected by that ability instead of one friendly **<DYNASTY> CORE** unit.

PRISMATIC OBFUSCATRON

The bearer of this glimmering interspatial gem is surrounded by a multispectral glare so dazzling to organic sight, and so bewildering to artificial senses, that they resemble nothing less than a blazing star. Even looking at them is a trial, much less attempting to fire upon them. Only as they draw nearer does the cosmic glamour subside and the bearer resolve into their true self.

Unless the bearer is the closest eligible target, enemy models cannot target it with ranged attacks.

WARLORD TRAITS

If a **NECRONS CHARACTER** model is your **WARLORD**, you can use the Necrons Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one. If you wish, instead of selecting a Warlord Trait from the table below, you can select a Dynastic Warlord Trait for your **WARLORD** from the table opposite, but only if they are from the relevant dynasty.

When you have determined a Warlord Trait for a **NECRONS CHARACTER** model, replace all instances of the **<DYNASTY>** keyword on their Warlord Trait (if any) with the name of the dynasty that your **CHARACTER** is from. If your Warlord has the **DYNASTIC AGENT** keyword, replace all instances of the **<DYNASTY>** keyword on any Warlord Trait they have (if any) with **NECRONS**.

NECRONS WARLORD TRAITS

1. ENDURING WILL

No mortal weaponry will break this warlord's iron resolve.

Each time an attack is allocated to this **WARLORD**, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

2. ETERNAL MADNESS

This warlord's sanity suffered during the Great Sleep, and now he is driven by a wrathful zeal.

Each time this **WARLORD** makes a melee attack, you can re-roll the wound roll.

3. IMMORTAL PRIDE

This warlord refuses to allow his warriors a single step backwards even in the face of intense psychic onslaught.

- Each time this **WARLORD** would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.
- This **WARLORD** has the following ability: '**Immortal Pride (Aura):** While a friendly **<DYNASTY> CORE** unit is within 6" of this model, each time a Combat Attrition test is taken for that unit, ignore any or all modifiers.'

4. THRALL OF THE SILENT KING

This warlord pursues the agenda of the Silent King, and so commands his legions with unparalleled authority.

Add 3" to the range of this **WARLORD**'s aura abilities (to a maximum of 9"). In addition, when this **WARLORD** uses its My Will Be Done, The Lord's Will or Adaptive Strategy abilities, you can select one friendly **<DYNASTY> CORE** unit within 12" of this **WARLORD**, instead of 9".

5. IMPLACABLE CONQUEROR (AURA)

This warlord strides at the head of his legions.

While a friendly **<DYNASTY> CORE** unit is within 6" of this **WARLORD**, you can re-roll charge rolls made for that unit.

6. HONOURABLE COMBATANT

This warlord is a strict adherent to the ancient codes.

In the Fight phase, each time this **WARLORD** is selected to fight, it can engage in honourable combat. If it does, select one enemy **CHARACTER** unit; until the end of the phase, add 2 to the Attacks characteristic of this **WARLORD**, but it can only make attacks that target that enemy **CHARACTER** unit.

DYNASTIC WARLORD TRAITS

MEPHRIT: MERCILESS TYRANT

Warlords of the Mephrit Dynasty will suffer no threats to their rule, annihilating any who dare to oppose them.

Add 1 to the Strength and Attacks characteristics of this **WARLORD**.

NEPHREKH: SKIN OF LIVING GOLD

Those who gaze upon this Nephrekh warlord are blinded by his radiant glory.

Each time an attack is made against this **WARLORD**, subtract 1 from that attack's hit roll.

NIHILAKH: PRECOGNITIVE STRIKE

This Nihilakh warlord has foreseen his moment of glorious victory – or rather, the Yyth Seer has done so.

At the start of the Fight phase, if this **WARLORD** is within Engagement Range of any enemy units, it can fight first that phase.

NOVOKH: BLOOD-FUELLED FURY

Warlords of the Novokh Dynasty are awakened and empowered by the gushing blood of the foe.

Each time this **WARLORD** makes a melee attack, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

SAUTEKH: HYPERLOGICAL STRATEGIST

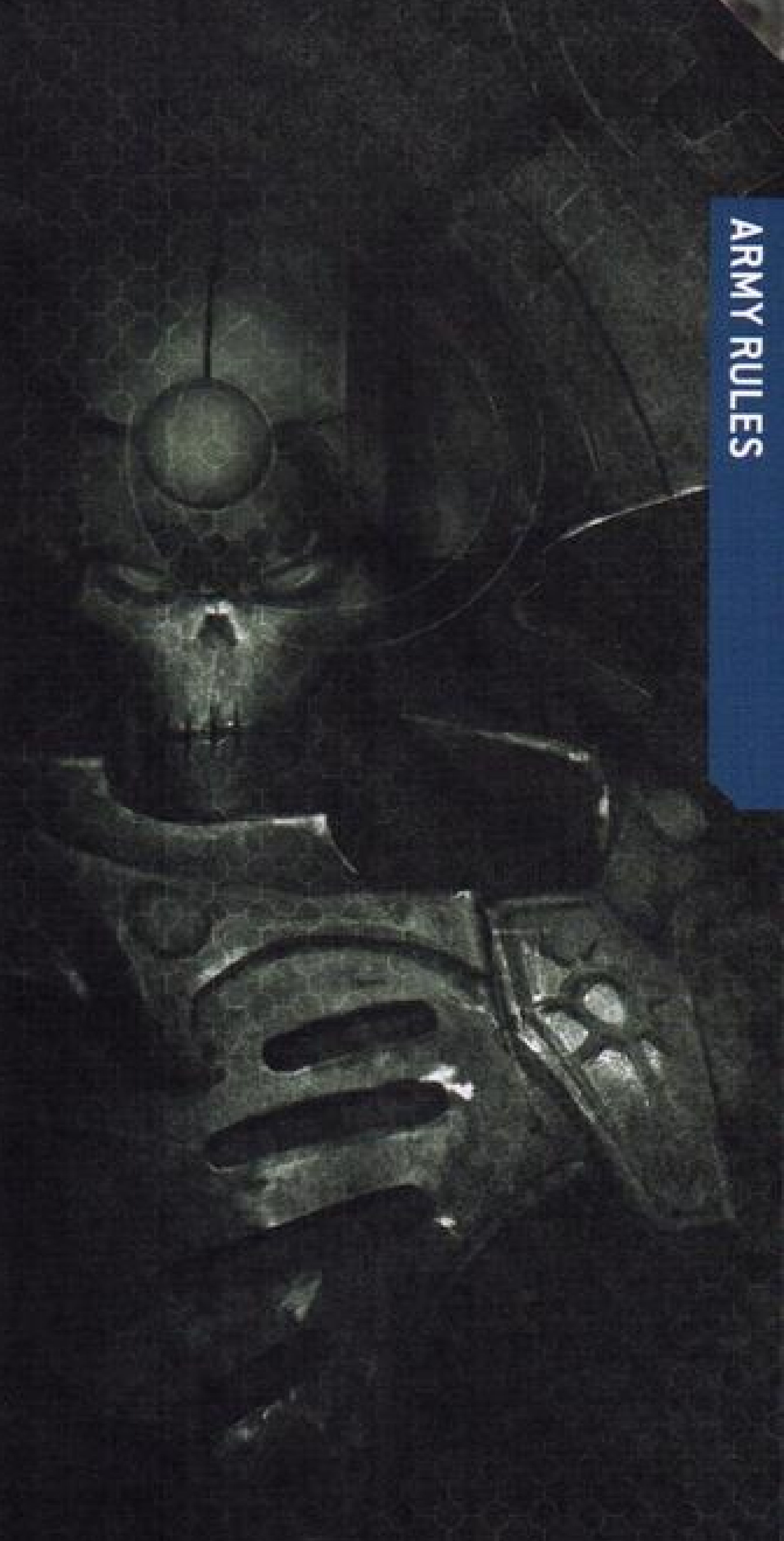
Sautekh warlords can apply a filter of infallible logic to develop unbeatable strategies.

While this **WARLORD** is on the battlefield, each time you spend a Command point to use a Stratagem you can roll one D6: on a 5+, that Command point is refunded.

SZAREKHAN: THE TRIARCH'S WILL

Certain in the knowledge that they act as arbiters of the Final Triarch, this Szarekhan warlord exercises overwhelming strategic authority.

If your **WARLORD** has this Warlord Trait, then when assigning command protocols for the battle (pg 81), you can select four command protocols instead of five, and then one of those command protocols can be assigned to two battle rounds instead of one.§



NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters gains a Warlord Trait, they must have the one shown below:

Named Character	Warlord Trait
The Silent King	The Triarch's Will
Imotekh the Stormlord	Hyperlogical Strategist
Nemesor Zahndrekh	Eternal Madness
Vargard Obyron	Honourable Combatant
Illuminor Szeras	Enduring Will
Orikan the Diviner	Immortal Pride
Anrakyr the Traveller	Implacable Conqueror
Trazyn the Infinite	Enduring Will

RELICS

If your army is led by a **NECRONS WARLORD**, you can, when mustering your army, give one of the following Relics of the Aeons to a **NECRONS CHARACTER** model from your army. Named characters and **C'TAN SHARD** models cannot be given any of the following Relics.

When a model from your army is given a Relic of the Aeons, replace all instances of the **<DYNASTY>** keyword on that Relic's rules (if any) with the name of the dynasty that your model is from.

Note that some Relics replace one of the model's existing weapons or items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the weapon/item of wargear that is being replaced. Write down any Relics of the Aeons your models have on your army roster.

ORB OF ETERNITY

The Orb of Eternity is thought to be the first resurrection orb ever created. For millennia, it rested in a primitive fane on the world of Ormandus, where the indigenous populace marvelled at its ability to effect repairs upon their technologies. Ever since this state of affairs was righted by a host of Triarch Praetorians, the orb has been imparted as a boon to those nobles who are deemed worthy.

Model with a resurrection orb only. This Relic replaces a resurrection orb. Once per battle, in your Command phase, the bearer can use this Relic. If it does, select one friendly **<DYNASTY>** unit within 6" of the bearer that is not at its Starting Strength and has not had its reanimation protocols enacted this phase. That unit's reanimation protocols are enacted, and every destroyed model in that unit begins to reassemble. Each time a Reanimation Protocol roll is made for those reanimation protocols, add 1 to the result.

NANOSCARAB CASKET

Invented by the Cryptek Onyx Swarm, this vial of black crystal is filled with thousands of tiny Canoptek automatons. Once released, the swarm of constructs envelops the bearer's necrodermis, repairing wounds and flooding their body with synthetic stimuli.

Each time the bearer uses its Living Metal ability, it regains 1 additional lost wound.

GAUNTLET OF THE CONFLAGRATOR

Crafted by the Cryptek Harri'apt the Conflagrator, this gauntlet uses interdimensional energy-exchangers to open a microscopic conduit to the raging heart of a star. The superheated plasmic flame that erupts through this hole is forced down a cone of hyper-dense gravitons that spew the energy forth in a blazing cloud.

This Relic has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Gauntlet of the Conflagrator	12"	Pistol 1	-	-	-

Abilities: Each time an attack is made with this weapon, that attack automatically hits the target. Instead of making a wound roll, roll one D6 for each model in the target unit: that unit suffers 1 mortal wound for each result of 6 and the attack sequence ends.

VEIL OF DARKNESS

This device was fashioned from transpositanium, a substance so rare that it can only be found in a handful of places in the galaxy. It is highly sought after by the Necrons, and wars have been waged to secure it. Activated with a thought, the veil causes space and time to warp around its user and those near them, enfolding them in a swirling darkness. As the darkness fades, the user and their comrades appear elsewhere on the battlefield, transported through a miracle of arcane science.

Once per battle, in your Movement phase, the bearer can use this Relic. If it does, the bearer's unit and up to one friendly **<DYNASTY> CORE** unit within 3" of the bearer can be removed from the battlefield and set back up anywhere on the battlefield that is more than 9" away from any enemy models. If two units are set back up on the battlefield using this Relic, both units must be placed wholly within 6" of each other.

VOLTAIC STAFF

The Voltaic Staff is the pinnacle of the art of aethermancy. Blazing arcs of lightning continuously ripple down the shaft of this onyx stave, and the bearer can send these electrostatic beams hurtling towards their enemies with fearsome rapidity. Living targets are enveloped in a searing halo of bone-charring voltage, while vehicles find their guidance systems burned out and their hulls peeled open.

Model with a staff of light only. This Relic replaces a staff of light and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Voltaic Staff (shooting)	18"	Assault 4	6	-2	2
Voltaic Staff (melee)	Melee	Melee	+1	-2	2

Abilities (shooting): Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.

VOIDREAPER

Legend has it that on the day the Nightbringer was sundered into shards, this warscythe appeared in the armoury of the Nekthyst Dynasty's crownworld. Its blade is a sliver of the void, and when swung, it cuts through more than just mere physical forms. Its victims drop to the ground as husks, their souls torn from their bodies before dissipating with final screams of horror.

Model with a voidscythe or warscythe only. This Relic replaces a voidscythe or warscythe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Voidreaper	Melee	Melee	+2	-4	3

Abilities: Each time an attack is made with this weapon, rules that ignore wounds cannot be used.

SEMPITERNAL WEAVE

Only the finest Cryptek artificers know the secret of crafting a Sempiternal Weave. These gossamer-thin plates are formed from phase-hardened amarathine and threads of adamantine. They are then layered over the bearer's carapace of living metal, stiffening and contracting when struck to turn aside energy blades, bolt shells and even the searing heat of a plasma burst.

Infantry Noble model only. Add 1 to the Toughness and Wounds characteristics of the bearer.

THE ARROW OF INFINITY

This advanced tachyon weapon contains a gravitationally compressed sliver of the Star of Ages, the magnificent energy crystal that was the heart of the Khosyphane civilisation. The Crypteks of the Mandrakyn Conclave eradicated the Khosyphane to seize the crystal, and now use its tremendous destructive force to subjugate new foes.

Model with tachyon arrow only. This Relic replaces a tachyon arrow and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Arrow of Infinity	120"	Assault 1	16	-5	6

Abilities: The bearer can only shoot with this weapon once per battle.

CONDUIT OF STARS

At this gun's heart lies a condensed particle-prison within which the dying heart of a star writhes in endless death throes. Though vast power must be expended to contain this volatile star-fragment, bleeding off even the merest flickers of its energies produces lethal blasts.

Mephrit model only. This Relic replaces a relic gauss blaster and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Conduit of Stars	36"	Rapid Fire 3	6	-2	2

SOLAR STAFF

Forged within the Heliaconvarium of Aryand, the Solar Staff burns with the light of truth and honour. Set loose, the staff's energies blaze outward in a mighty flare, as though a new sun was born. The darkness is driven back by this false dawn, and the foe reels as their eyes are blinded and their deceptions are laid bare.

Nephrekh model with a staff of light only. This Relic replaces a staff of light and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Solar Staff (shooting)	24"	Assault 6	5	-2	1
Solar Staff (melee)	Melee	Melee	User	-2	1

Abilities: Each time an attack is made with this weapon against an **Infantry** unit, if a hit is scored, then until the end of the turn that unit is blinded. Blinded units cannot fire Overwatch or Set to Defend (see the Warhammer 40,000 Core Book).

INFINITY MANTLE

Fashioned from unique cosmic materials amassed over aeons amidst the Nihilakh Dynasty's treasure horde, this regal battle armour resists hostile blows and energies by means even its creators do not fully comprehend, and could never recreate.

Nihilakh model only.

- Add 1 to armour saving throws made for the bearer.
- Each time the bearer would lose a wound, roll one D6: on a 6, that wound is not lost.

BLOOD SCYTHE

It is said that Ultep the Divider fought ten thousand duels and was never once defeated. He is amongst the Novokh's greatest heroes, venerated to this day by the dynasty's warrior cults. Only the untrammelled power of a rampaging C'tan finally scattered Ultep's metal body to atoms, though his crimson war scythe survived his destruction. Forged from sanguiphagic star-metal alloys, a single cut from this blade can draw a torrent of blood from an opponent.

Novokh model with a voidscythe or warscythe only. This Relic replaces a voidscythe or warscythe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blood Scythe	Melee	Melee	+2	-4	2

Abilities: Each time the bearer fights, it makes 2 additional attacks with this weapon.

THE VANQUISHER'S MASK

This death mask – affixed to its wearer's android skull by means of a microgravitic weave – incorporates a sliver of metal harvested from the weapons and armour of every enemy commander ever bested by Sautekh forces. Contra-empathic nullifiers are built into its structure, lending the wearer's eye lenses a terrifying lantern glare as they radiate waves of disharmony, mistrust and primitive terror that disrupt and paralyse their enemies' minds.

Sautekh model only. At the start of the Fight phase, you can select one enemy unit within 3" of the bearer. That unit is not eligible to fight this phase until after all eligible units from your army have done so.

THE SOVEREIGN CORONAL

A band of living quicksilver, this strange artefact is shot through with artificial networks of command-wave nanocircuitry. This strange pseudo-animate crown is gifted to especially prominent nobles amongst the Szarekhan Dynasty. As it is donned it sinks through the metallic skin of its wearer's brow and meshes with their synthetic cortex, enhancing and projecting their dominating will through multiple spectra across a substantial distance.

Szarekhan Noble model only. The bearer has the following abilities:

- **Command-wave Amplifier (Aura):** While a friendly **Szarekhan** unit is within 9" of the bearer, that unit benefits from the selected directive of your army's active command protocol while it is within 9" of a friendly **Necrons Character** model (excluding **C'tan Shard** models), instead of 6".
- **Synthetic Cortex Enhancer (Aura):** While a friendly **Szarekhan Core** unit is within 9" of the bearer, that unit benefits from both directives of your army's active command protocol, instead of just the selected one.

POWERS OF THE C'TAN

Before the battle, generate the Powers of the C'tan for **C'TAN SHARD** units from your army using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers each unit knows. If selecting powers, a power cannot be selected for a second time until all other powers have been selected at least once by units in your army, and no unit can know the same power more than once. Write down any Powers of the C'tan your units know on your army roster.

POWERS OF THE C'TAN

1. ANTIMATTER METEOR

This C'tan Shard gathers an orb of roiling antimatter, before hurling the crackling projectile into the midst of the foe.

Roll one D6, adding 1 to the roll if this **C'TAN SHARD** is a **TESSERACT VAULT**: on a 3-5, the closest enemy unit that is within 24" of and visible to this **C'TAN SHARD** suffers 3 mortal wounds; on a 6+, that enemy unit suffers D3+3 mortal wounds.

2. TIME'S ARROW

Twisting the flow of causality and remoulding temporal streams, this C'tan Shard erases its foe's existence from space and time.

Select one enemy unit within 18" of and visible to this **C'TAN SHARD**. Roll one D6, adding 1 to the roll if this **C'TAN SHARD** is a **TESSERACT VAULT**: if the total equals or exceeds the Wounds characteristic of any models in that enemy unit, your opponent selects one of those models to be destroyed.

3. SKY OF FALLING STARS

Savagely beautiful spheres of coruscating light plummet from the cold depths of space, growing to roaring bale-stars as they approach, then impacting with killing force.

Select up to three enemy units within 24" of this **C'TAN SHARD**. For each of those units, roll one D6: on a 1-5, if the dice result is less than the number of models in that unit, that unit suffers D3 mortal wounds. If this **C'TAN SHARD** is a **TESSERACT VAULT**, that unit suffers 3 mortal wounds from this power, instead of D3.

4. COSMIC FIRE

At this C'tan Shard's gestured command, a pillar of black fire streaks down from the heavens to consume the foe.

Roll one D6 for each enemy unit within 9" of this **C'TAN SHARD**: on a 4+, that unit suffers D3 mortal wounds. If this **C'TAN SHARD** is a **TESSERACT VAULT**, units suffer 3 mortal wounds from this power, instead of D3.

5. SEISMIC ASSAULT

Stone fractures and ores melt as the C'tan Shard drags up tides of magma from deep below. Foes are plunged screaming into steam-gushing vents as the land shatters beneath them, while tectonic shock waves hurl others from their feet with bone-breaking force.

Select one enemy unit within 18" of and visible to this **C'TAN SHARD**. Roll one D6 for each model in that unit, adding 1 to the roll if this **C'TAN SHARD** is a **TESSERACT VAULT**: for each 6+, that unit suffers 1 mortal wound, to a maximum of 10 mortal wounds.

6. TRANSDIMENSIONAL THUNDERBOLT

The C'tan Shard projects a crackling bolt of energy from its outstretched palm, blasting its foe into oblivion.

Select one enemy unit within 24" of and visible to this **C'TAN SHARD** (an enemy **CHARACTER** unit with a Wounds characteristic of 9 or less cannot be selected for this power while it is within 3" of another enemy unit, unless that **CHARACTER** unit is the closest visible enemy unit). Roll one D6: on a 2+, that unit suffers D3 mortal wounds. Then, roll one D6 for each other enemy unit within 3" of the selected unit: on a 4+, that unit suffers 1 mortal wound. If this **C'TAN SHARD** is a **TESSERACT VAULT**, roll for each other enemy unit within 6" of the selected unit, instead of 3".

UNIQUE C'TAN POWERS

C'TAN SHARD OF THE DECEIVER – COSMIC INSANITY

The C'tan Shard of the Deceiver uses it powers to flood his victims' minds with vast and terrible cosmic truths, overwhelming even the most ironclad minds and driving them instantly and irrevocably insane.

Select one enemy unit within 12" of and visible to this **C'TAN SHARD**. Roll one D6 and add this **C'TAN SHARD**'s Leadership characteristic to the result. Your opponent then rolls one D6 and adds the Leadership characteristic of the selected unit to the result. That enemy unit suffers 1 mortal wound for each point by which your total exceeds your opponent's.

C'TAN SHARD OF THE NIGHTBRINGER – GAZE OF DEATH

Dark energies leap from the Shard's eyes and its distended maw, reducing foes to blackened bones crawling with frost.

Select one enemy unit within 9" of and visible to this **C'TAN SHARD**. Roll three D6s: for each 4+, that unit suffers D3 mortal wounds.

C'TAN SHARD OF THE VOID DRAGON – VOLTAIC STORM

When this C'tan points one imperious hand, foes reel as the air sings with a monstrous whine. The awful sound builds, then erupts into a sudden and ferocious storm of emerald lightning to annihilate all it touches.

Select one enemy unit within 18" of and visible to this C'tan Shard (an enemy **CHARACTER** unit with a Wounds characteristic of 9 or less cannot be selected for this power while it is within 3" of another enemy unit, unless that **CHARACTER** unit is the closest visible enemy unit). Roll one D6: on a 2+, that unit suffers D3 mortal wounds (it suffers D6 mortal wounds instead if it has the **VEHICLE** keyword) and, until the start of your next turn, if that unit is a **VEHICLE** whose characteristics change as it loses wounds, then it halves the number of wounds it has remaining when determining what characteristics to use.

CHAPTER APPROVED RULES

If every model in your army (excluding **UNALIGNED** units) has the **NECRONS** keyword, and your **WARLORD** has the **NECRONS** keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the **NECRONS** secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

NO MERCY, NO RESPITE

CODE OF COMBAT

End Game Objective

Though the Necron nobility view even the mightiest of their foes as little more than barbarous beasts, still many seek to uphold the Triarchal codes by affording their enemies an honourable death.

Score 3 victory points at the end of the battle for each enemy unit that was destroyed by a **NECRONS NOBLE** unit from your army.

BATTLEFIELD SUPREMACY

PURGE THE VERMIN

Progressive Objective

This territory is infested by the contemptible vermin of the lesser races. They must be driven wholesale from the Necrons' rightful lands in order for reclamation to commence.

Score 2 victory points at the end of your turn for each table quarter that does not have any enemy units (excluding **AIRCRAFT** units) wholly within it. This objective cannot be scored in the first battle round.

THE TREASURES OF AEONS

Progressive Objective

The foe have looted ancient Necron riches that do not belong to them. These must be reclaimed at all costs.

If you selected this secondary objective, then after both sides have finished deploying, your opponent selects 3 objective markers on the battlefield. Score a number of victory points at the end of your turn if you control one or more of those objective markers, as shown in the table below:

NUMBER OF SELECTED OBJECTIVE MARKERS YOU CONTROL	VICTORY POINTS SCORED
1	2
2	3
3	5

SHADOW OPERATIONS

ANCIENT MACHINERIES

Progressive Objective

Countless worlds across the galaxy harbour quiescent Necron technology, buried beneath the surface or mistaken for mere xenoarchaeological ruins. As the Necron conquest of the galaxy gathers pace, so they seek to rouse these strange engines to wakefulness and – in so doing – reclaim the worlds upon which they languish.

If you selected this secondary objective, then after both sides have finished deploying, starting with your opponent, the players alternate selecting objective markers that are not within any player's deployment zone to be Ancient Machinery objective markers, until 3 objective markers have been selected (if there is only one such objective marker, then only that objective marker is an Ancient Machinery objective marker).

NECRONS CORE or **NECRONS CANOPTEK** units from your army can attempt the following action:

Awaken Ancient Machinery (Action): At the end of your Movement phase, one or more **NECRONS CORE** or **NECRONS CANOPTEK** units from your army can start to perform this action. Each unit from your army that starts to perform this action must be in range of a different Ancient Machinery objective marker. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT**) in range of the same objective marker. The action is completed at the end of your next Command phase, provided the unit attempting that action is still within range of that Ancient Machinery objective marker.

Score 3 victory points each time a unit from your army completes the Awaken Ancient Machinery action.

CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with Necrons, such as Agendas, Battle Traits and Crusade Relics that are bespoke to NECRONS units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

AGENDAS

NECRONS units attempt to achieve unique Agendas in Crusade battles, which can be found on page 71. These Agendas reflect the unique goals of Necrons armies on the battlefield and help to reflect their particular methods of waging war. You can find out more about Agendas in the Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

REQUISITIONS

The Requisitions presented on page 72 can be used on **NECRONS** units. They represent unique upgrades and effects for **NECRONS** units in a Crusade force that help to reflect the individual character of their tomb world and its legions.

BATTLE TRAITS

NECRONS units can select one of the Battle Traits presented on page 73 as they gain experience and are promoted in your Crusade force. These help to reflect the distinctive upgrades and Battle Honours that are bestowed upon **NECRONS** units.

DYNASTIC EPITHETS

Each time a **NECRONS NOBLE WARLORD** wins a victory, their legend will grow and they will acquire a new title. On page 74 you will find a list of Dynastic Epithets that can be gained. If such a **WARLORD** gains enough titles they can also gain one or more additional abilities, which are described on page 75.

WEAPON ENHANCEMENTS

NECRONS units equipped with tesla or gauss weapons can select one of the Weapon Enhancements presented on page 76 as they are upgraded in your Crusade force. These help to better reflect the deadly hyper-science of Necrons technology on the battlefield.

BATTLE SCARS

If a particular **NECRONS** unit gains a Battle Scar, you can select one from those presented on page 76. These Battle Scars represent the unique challenges and afflictions of the Necrons, and help to add further character to your Crusade force.

CRUSADE RELICS

In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book, Necrons characters can quest to search for one of the Crusade Relics described on page 77; these Relics are unique to the Necrons, and grant the bearer both power and prestige.

SHOWCASE CRUSADE ARMY

On pages 78-79 you will find Jay Goldfinch's menacing Jhaetekh Dynasty Necrons Crusade army with a write-up detailing the narrative and inspiration behind the force, and some details of its battlefield exploits.

Amidst the whirling mists of a recently risen Jhaetekh tomb complex, Sartokh the Butcher hurls his Skorpekh Destroyers into battle against the Bladeguard Veterans of the noble Blood Angels.

AGENDAS

If your Crusade army includes any **NECRONS** units, you can select an Agenda from the Necrons Agendas, listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

THE UNENDING TALLY

Necrons Agenda

Destroyers care only for the murder of organic life – their obsession is monomaniacal, their tally of the slain ever growing and their joyless appetite never sated.

Keep an Unending tally for each **NECRONS DESTROYER** unit from your army. At the end of each battle round, add 1 to that unit's Unending tally if it destroyed 2 or more enemy units that battle round.

At the end of the battle, each unit gains 2 experience points for every mark on its Unending tally.

SUPREMACY THROUGH ANNIHILATION

Necrons Agenda

To the Necrons it is not enough to simply defeat their enemies. They must prove their superiority by completely obliterating them with contemptuous ease. How else, after all, are the lesser races to be truly put in their place?

Keep an Annihilation tally for each **NECRONS** unit from your army. At the start of each battle round, select one enemy unit that is at its Starting Strength in which every model has its starting number of wounds. If that enemy unit is destroyed this battle round, add 1 to the Annihilation tally of each unit from your army that destroyed one or models from that enemy unit during this battle round.

Each unit gains a number of experience points equal to their Annihilation tally.

TERRITORIAL IMPERATIVE

Necrons Agenda

During the Great Sleep, the Necrons' once-sprawling territories were steadily eroded, conquered and parcelled up by other beings. Now that they are rising once more, the dynasties are loathe to lose any more ground.

Keep a Territorial Imperative tally for each **NECRONS** unit in your army. Add 1 to a unit's Territorial Imperative tally each time it destroys an enemy unit that started the turn within 3" of an objective marker and each time it completes the Territorial Imperative action (see below).

If you selected this Agenda, **NECRONS INFANTRY** units (excluding **CHARACTER** units) from your army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Territorial Imperative (Action): At the end of your Movement phase, one **NECRONS INFANTRY** unit from your army (excluding **CHARACTERS**) that is within range of an objective marker that is not wholly within your own deployment zone, can start to perform this action. A unit cannot start to perform this action while there are any enemy unit (excluding **AIRCRAFT**) within range of the same objective marker. This action is completed at the start of your next Command phase.

Each unit gains a number of victory points equal to their Territorial Imperative tally.

INESCAPABLE RETRIBUTION

Necrons Agenda

As though it were not enough of an insult that the creeping thieves of the lesser races defiled the dynastic tombs with their intrusion, they also stole precious artefacts whose true worth they cannot comprehend. These must be recovered, even if the quest should take a thousand years!

If you selected this Agenda, then after both sides have finished deploying, your opponent must set up one objective marker on the battlefield that is not within their own deployment zone. This objective marker represents the Dynastic Treasure, but does not count as an objective marker for any rules purpose other than for this Agenda.

NECRONS INFANTRY units from your army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Recover Treasure (Action): At the end of your Movement phase, one unit from your army that is within 3" of the Dynastic Treasure objective marker can start to perform this action. This action is completed at the start of your next Command phase. If completed, remove the Dynastic Treasure objective marker from the battlefield.

A unit gains 3 experience points if it completed this action. If that unit is either within your deployment zone at the end of the battle, or if every enemy unit on the battlefield is destroyed, and if that unit is a **CHARACTER**, you can additionally use the Relic Requisition (see the Warhammer 40,000 Core Book) or Cryptek Arkana Requisition (pg 72) to give that model a Relic or Cryptek Arkana as if it had gained a rank, without spending a Requisition point (that model must be able to take either a Relic or an item of Cryptek Arkana).

REQUISITIONS

A Crusade army that includes any **NECRONS** units can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

CRYPTEK ARKANA 1RP

Crypteks are forever inventing, seeking to bend the laws of the material universe to their whims by shackling those forces within devices that stand testament to their subjugation of the living cosmos. Here is but the latest product of that endless quest.

Purchase this Requisition when you add a **CRYPTEK** unit to your Order of Battle (excluding named characters), or when a **CRYPTEK** model in your Crusade force gains a rank. That model is upgraded to have one item of Cryptek Arkana, as described on page 62; increase its Power Rating accordingly and make a note on its Crusade card. A model can never have more than one item of Cryptek Arkana. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

THE GLORY OF SUBJUGATION 1RP

As the ancient codes of honour demand, the victor in any dynastic war may claim the resultant spoils – greater notoriety, rich treasures and a tithe of soldiery subsumed from the legions of the defeated foe.

Purchase this Requisition after a victory is achieved in a battle against a **NECRONS** army. Your Warlord gains 5 experience points and you can immediately purchase the Fresh Recruits Requisition (see the Warhammer 40,000 Core Book) once, for 0RP.

CUNNING ADVISORS 1RP

The greater a Necron noble's reputation, the more cunning and accomplished are the Crypteks who seek them out and offer them service.

Purchase this Requisition when you add a **CRYPTEK** unit to your Order of Battle if your Crusade force already includes a **NOBLE** unit of at least Blooded rank. That **CRYPTEK** unit gains 6 experience points (and therefore gains the Blooded rank). Select one Battle Honour for them as normal.

ELDRITCH ARTIFICE 1RP

No greater status symbols are there to the Necron nobility than mighty war engines. Any dynastic leader with designs on hierarchical elevation would do well to pour all the resources they can into furnishing their armoury with the finest weapons they possibly can.

Purchase this Requisition when you add a **NECRONS VEHICLE** unit to your Order of Battle, or when a **NECRONS VEHICLE** unit in your Crusade force gains a rank, if your Crusade force includes a **TECHNOMANCER**. That **VEHICLE** unit gains one Weapon Enhancement; increase its Crusade points accordingly and make a note on its Crusade card.

THE SLOW DECAY OF THE SELF 1RP

It is perilous to fight alongside the Destroyer Cults for too long, lest their nihilistic madness find purchase within the personality engrams of formerly stable Necrons.

Purchase this Requisition after a battle in which your Crusade army contained one or more units with the **DESTROYER CULTS** keyword. Select one **LORD** or **OVERLORD** model that was also part of that Crusade army; remove that model from your Order of Battle and replace it with a **DESTROYER CULT CHARACTER** model from the same dynasty. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit. The newly added **DESTROYER CULT CHARACTER** model starts with the same number of experience points as the **CHARACTER** it replaced and immediately gains the appropriate number of Battle Honours for its rank.

BATTLE TRAITS

When a **Necrons** unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book. Each time you do so, roll one D6 and consult the appropriate table to randomly determine what Battle Trait the unit gains, or choose one that tells the best narrative for your unit. All the normal rule for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

NOBLE UNITS

D6	TRAIT
1-2	**Hierarchical Advancement** *This noble has successfully climbed another rung within the byzantine hierarchies of the Royal Court.* Add 3" to the range of this model's My Will Be Done ability.
3-4	**Martial Apotheosis** *The passing aeons provide ample opportunity to improve one's bladesmanship when mortality is but a dim memory.* Each time an attack is made by this model, re-roll a hit roll of 1.
5-6	**Endless Legions** *As ever more systems awake upon this noble's tomb world, ever greater legions become theirs to command.* If this model is part of your Crusade army and it gained 3 or more experience points from the battle (excluding experience gained from Marked for Greatness, see the Warhammer 40,000 Core Book), gain 1 Requisition point.

CORE UNITS

D6	TRAIT
1-2	**The Will to Serve** *These combatants have developed a truly indomitable will, rapidly recovering from even the most catastrophic damage in their determination to serve their masters.* Out of Action tests taken for this unit are automatically passed.
3-4	**Engrammatic Imprinting** *The soldiery in this unit are receptive to the desires and commands of their betters even at great distances.* This unit will benefit from the selected directive of your army's active command protocol while it is within any range of a friendly **Necrons Character** model (excluding **C'tan Shard** models), instead of 6".
5-6	**Undying Revenants** *These Necrons rise again and again despite the most grievous wounding, resolutely refusing to succumb to their wounds.* Each time you make Reanimation Protocol rolls for this unit, you can change a single dice result to a 6.

CRYPTEK UNITS

D6	TRAIT
1-2	**Corporeal Integration** *This Cryptek has taken into themselves elements of their own technologies with potent results.* Once per battle, after this model has used its Chronometron, Harbinger of Despair, Harbinger of Destruction or Rites of Reanimation ability, it can use that ability one additional time.
3-4	**Energy Savant** *Able to perceive the living currents of cosmic energy that power their stave, this Cryptek can channel its power with increased efficacy.* Once per battle, in your Shooting phase, after this unit has shot, it can shoot again.
5-6	**Dimensional Emancipation** *By accident or design, this Cryptek has placed themselves slightly out of phase with realspace. As a result, their blows pass through foes' defences as easily as any hyperphase blade.* • Improve the Weapon Skill characteristic of this model by 1. • Each time this model makes a melee attack, a successful hit roll automatically wounds the target.

CANOPTEK UNITS

D6	TRAIT
1-2	**Guardian Constructs** *This Canoptek unit exhibit hyper-developed protective protocols, engaging extermination protocols to defend their Cryptek masters.* While this unit is within 6" of a friendly **Cryptek** unit, each time a melee attack is made by a model in this unit, re-roll a wound roll of 1.
3-4	**Optimised Aggressors** *Their duties as tomb guardians discarded, these Canoptek constructs have adapted to focus on speed and aggression.* You can re-roll Advance rolls and charge rolls made for this unit.
5-6	**Self-replicator Nodes** *Augmented with advanced matter-replication capabilities, these Canoptek constructs can swiftly repair themselves in battle.* Each time you make Reanimation Protocol rolls for this unit, you can change a single dice result to a 6.

DYNASTIC EPITHETS

If the **Warlord** of your Crusade army is a **Necrons Noble** (excluding a named character), then, each time you win a battle, you must generate a new Dynastic Epithet for that **Warlord**. You can either select one from the tables below, or you can randomly generate one by first rolling a D6 to select one of the two tables (on a 1-3, use table 1; on a 4-6, use table 2), before rolling a D66 on that table (to roll a D66, roll two D6s, one after the other – the first result is your 'tens' and your second is your 'units'. For example, a D66 roll where the first result is a 3 and the second is a 6 is a result of 36). Make a note of any Dynastic Epithets gained on that model's Crusade card.

For every third title gained, you can select one of the Dynastic abilities shown opposite for that **Character** unit. Increase its Crusade points by 1 for each of these abilities selected. No model can have more than five of these abilities and the same ability cannot be taken more than once in your Crusade force.

D66	TABLE 1 EPITHET
11	Archnemesor of the Dread Legion
12	Keeper of the Light
13	Grand Sunderer
14	Ever Vengeful Tyrant of the Night
15	Uncorroded Slayer of Empires
16	Butcher of the Five Hundred Worlds
21	Doom of Morrigar
22	King of the Crimson Rising
23	Indestructible Lord of Stars
24	Death of the Great Krork Empire
25	Embodiment of Metalloglory
26	Sentinel of the Eternal Gate
31	Keeper of the Bladed Void
32	Intolerant Ruler of the Ninth Kingdom
33	Undying Commander of the Lost Legions
34	Wrathful Lord of the Crystal Empires
35	Destroyer of the Fleshling Curse
36	Ruler of a Thousand Moons
41	Master of the Coreworlds
42	Awakened Heir to the Crownworld
43	Subjugator of the Phloxos Hordes
44	Conqueror of the Xoraxians
45	Master of the Twilight Kingdoms
46	Vanquisher of the Z'oath
51	Rightful Ruler of the Third Dynasty
52	Eternal Lord of Heavens
53	Keeper of the Hyper-ankh
54	Enlightened Monarch of the Void
55	Majestic Lord of the Shifting Stars
56	Sovereign of the Thirty-five Hollow Worlds
61	Slayer of the Cosmic Spyder
62	The Eye of the Triarch
63	Reaper of the Dhorm System
64	Celestial Ruler of Divine Right
65	Technomagister of the Third Epoch
66	Voidlord of the Vassal Dynasties

D66	TABLE 2 EPITHET
11	Bane of the Talassari
12	Hierarch of the Ghoul Stars
13	Nemesis of the Gul'dar Race
14	Scourge of the Blood Worlds
15	Breaker of the C'tan
16	Technomartyr of the Inner Worlds
21	Saviour of the Wars of Rust
22	Obliterator of the Negatuul
23	Resplendent Master of the Cosmic Fires
24	Monarch of the Outer Void
25	Oppressor of the Unworthy
26	Uniter of the Broken Worlds
31	Wielder of the Secret Blade
32	Champion of the Ancient Codes
33	He Who Spits Upon the Ancient Codes
34	Slayer of a Thousand Foes
35	Keeper of the Sempiternal Tome
36	Conqueror of the Sperithrast Knarls
41	Beheader of the Emperor Enthroned
42	All-conquering Master of the Billion Blades
43	He Who Bars the Gate
44	Plunderer of the Solar Catacomb
45	Herald of the Night Unending
46	Unsleeping Eye of Infinity
51	He Who Listens Not to Unworthy Prattlings
52	Breaker of the Beings Below
53	Bane of the Vyggh
54	Despiser of the Yabi-Yabi
55	Eradicator of the Elquon
56	Scourge of the Sslyth
61	Bladethief of the Kehletai
62	Dominator of the Pernicious Antedil
63	Monarch of Monarchs
64	The Great Awakener
65	Unrusted Lord of the Bratak Empire
66	Destroyer of the Swarm

Upon the benighted mining world of Korzemayar II, the rebellious warriors of the Genestealer Cults claim dominion. Yet as the ominous tomb ships of the Jhaetekh Dynasty fill the skies, Tzeenakh the Eternal leads the invasion that will prove that claim hollow.

ARKANE COLLECTOR

This Necron yearns to understand the mysteries of the galaxy, seeking to study the artifice of each of its other races to learn how best to subjugate them utterly.

Each time a melee attack made by this **Noble** destroys an enemy model that has a Relic, this **Noble** gains 2 bonus experience points.

LORD OF LEGIONS

This noble has prioritised the awakening of their vast legions as only an obsessive completionist could.

If this **Noble** is part of your Crusade force, then the Fresh Recruits Requisition (see the Warhammer 40,000 Core Book) costs 0 Requisition points if the unit being increased is from the same dynasty as this **Noble**.

ARCH-MACHINATOR

There is much to learn in the galaxy, for much has changed since the Great Sleep. This noble pours all of their time into setting new schemes in motion, bending this new reality to their will.

If this **Noble** is part of your Crusade army, then when selecting Agendas (pg 71), you can select one additional Agenda. If you do so, after Agendas are revealed, you must discard one of them.

MARTIAL PERFECTIONIST

Since their revivification, this noble has become obsessed with refining their fighting form to peak efficiency, for they desire to slaughter the lesser races.

Once per battle, if this **Noble** is on the battlefield, you can use one Battle Tactics Stratagem for 0 Command points.

RESTORER OF EMPIRES

This dynastic master seeks to impose an order of their own devising – that of dominance under their rule.

If this **Noble** is part of your Crusade army and at the end of the battle you are the victor, you can increase your Crusade force's Supply Limit by 1.

LOYAL SERVANT

This noble retains absolute devotion to the Silent King, command protocols or no. While some may now believe themselves more suitable to rule, this loyal servant seeks to work Szarekh's will by furthering his plans in battle.

Once per battle, if this **Noble** is on the battlefield, you can use one Strategic Ploy Stratagem for 0 Command points.

DYNASTIC EMBODIMENT

For this Necron, order and tradition are everything. The codes of battle must be adhered to.

If this **Noble** is part of your Crusade army, you can select a maximum of two Agendas from page 71 instead of one.

UNFLINCHINGLY REGRESSIVE

This commander longs for the glory days of the past, when their existence was simple and the galaxy was not plagued with upstart races. Nothing brings them clarity like the absolute expunging of the lesser species from their sight.

If, at the end of the battle, this **Noble** is on the battlefield and there are no enemy models on the battlefield, this **Noble** gains 3 bonus experience points.

WEAPON ENHANCEMENTS

When a **Necrons** unit gains a Weapon Enhancement, you can, if the weapon selected is either a tesla weapon or a gauss weapon (pg 112) use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book. Once you have selected the weapon, roll one D3 and consult the appropriate table to randomly determine what Weapon Enhancement is gained, or choose the one that tells the best narrative for your unit. If the weapon you have selected is equipped on an **Infantry** or **Biker** model, you can instead roll two D3 (re-rolling duplicate results) or choose two. All the normal rules for Weapon Enhancements still apply. As with any Battle Honour, make a note on the unit's Crusade card when it gains a Weapon Enhancement and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

TESLA WEAPONS

D3	ENHANCEMENT
1	**Electromagnetic Overcapacitors** *This weapon's living lightning discharge arcs and leaps with increased ferocity and aggression.* Each time an attack made with this weapon targets a unit within 12", the additional hits scored as a result of this weapon's abilities are on an unmodified hit roll of 5+, instead of a 6.
2	**Arcshock Projectors** *Quantum cells ensure this weapon fires at maximum discharge.* In your Shooting phase, after you have made attacks with this weapon, unless the Stratagem has already been used this phase you can use the Malevolent Arcing Stratagem for 0CP.
3	**Atmospheric Fulminator Array** *As they rise skyward, this weapon's lightning blasts splinter into a crackling web that envelops aerial targets.* Each time an attack is made with this weapon against an **Aircraft** unit, add 1 to that attack's hit roll and wound roll.

GAUSS WEAPONS

D3	ENHANCEMENT
1	**Molecular Vaporiser** *Targets of this weapon are flayed apart with such violence that they explode in shocking molecular eruptions.* If an enemy model is destroyed as a result of an attack made with this weapon, until the end of the turn, that model's unit is treated as being at below Half-strength.
2	**Nanoparticulate Disassembler Coils** *This weapon assesses and then assiduously deconstructs its target's molecular makeup at a terrifying rate.* Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.
3	**Metallophagic Atomic Decouplers** *Even the heaviest slabs of armour cannot resist the flensing touch of this vicious weapon.* In your Shooting phase, after you have made attacks with this weapon, unless the Stratagem has already been used this phase you can use the Disintegration Capacitors Stratagem for 0CP.

BATTLE SCARS

When a **Necrons** unit gains a Battle Scar, you can select the relevant Battle Scar below instead of determining one from the Warhammer 40,000 Core Book. All the normal rules for Battle Scars apply (e.g. a unit cannot have the same Battle Scar more than once). As with any Battle Scar, make a note on the unit's Crusade card, but unlike other Battle Scars, do not decrease a unit's Crusade points for acquiring one of the Battle Scars listed below.

BATTLE SCARS

UNIT	BATTLE SCAR
Noble unit only	**Creeping Madness** *This noble's sanity is unravelling one engram at a time, lending them a savage vitality, but rendering their capacity to issue rational commands non-existent.* • Add 1 to the Strength and Attacks characteristics of models in this unit. • This unit is not considered to be a **Noble** or **Character** unit for the purposes of the Command Protocols ability (pg 81), and no longer has the following abilities: My Will Be Done; The Lord's Will.
Destroyer Cult unit only	**Mindless Reaper** *Whatever dregs of personality or intellect this being possessed are draining away, replaced by their mechanistic obsession with endless slaughter.* • When a model in this unit makes an attack, you can re-roll the hit roll. • In your Shooting phase, each time this unit is selected to shoot, models in this unit can only target the closest eligible enemy unit. • In your Charge phase, each time this unit declares a charge, you can only select the closest enemy unit (excluding **Aircraft**) as the target of that charge.
Necrons unit only (excluding **C'tan Shard** units)	**Engrammatic Degradation** *So damaged has this unit been that their core personality engrams have become scrambled.* • Subtract 1" from the Move characteristic of models in this unit. • Subtract 1 from Advance and charge rolls made for this unit. • This unit always benefits from the selected directive of the command protocol that was active for your army during the first battle round, instead of the selected directive of the command protocol that is currently active for your army.
Canoptek unit only	**Depleted Transmaterial Reserves** *These constructs are running on exhausted power supplies, leaving them nothing in reserve to effect self-repair during battle.* • Add 1 to the Attacks characteristic of models in this unit. • This unit cannot use its Reanimation Protocols and Living Metal abilities.

CRUSADE RELICS

ARTIFICER RELICS

A **NECRONS CHARACTER** can be given one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book.

Transdimensional Shroud

A veil of gossamer-fine dimensional transitions billows about this Necron, obfuscating their precise location and causing incoming enemy fire to be diverted into alternate dimensional states.

Each time a ranged attack is made against the bearer, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.

Engrammatic Entangler

The core of this Necron's artificial cerebrum is maintained within a quasinium casing that is in a state of constant quantum entanglement with an exact copy stored within the vaults of the bearer's tomb world. Should the Necron's physical form be destroyed beyond all possibility of self-repair, their personality engram is instantly projected across the interstellar gulf and into its cerebrum backup.

- All Battle Scars this unit has are removed from its Crusade card.
- Out of Action tests made for the bearer are automatically passed.

ANTIQUITY RELICS

A **NECRONS CHARACTER** of Heroic rank can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

Necroexcruciator

This unassuming device possesses the ability to inflict such potent agonies upon the necrodermis of C'tan Shards that even the stunted and recursive echoes of consciousness trapped within can feel it. So motivated, C'tan strive to unleash every iota of cosmic might available to them. Whether this reaction is an attempt to stop the pain or a confused gesture of outrage at the presumption of those who inflict it is debatable.

The bearer has the following ability: '**Necroexcruciator (Aura):** While a friendly **C'TAN SHARD** model is within 12" of this model, add 1" to the Move characteristic of that **C'TAN SHARD** model and add 1 to the Strength, Toughness and Attacks characteristics of that **C'TAN SHARD** model.'

LEGENDARY RELICS

A **NECRONS CHARACTER** of Legendary rank can be given one of the following Legendary Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a unit's total Crusade points for each Legendary Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

Tachyon Field Phase Inducer

A controversial and dangerous weapons technology, this device generates a tachyon energy field around its bearer's blade, resulting in their every blow striking faster than light and discharging tremendous destructive energy into their victims. Should the bearer be slain, the field rapidly overloads and detonates in a blinding flash of lethal power.

- Select one melee weapon the bearer is equipped with. Each time an attack made with that weapon scores a hit, that attack inflicts 1 mortal wound in addition to any normal damage.
- When the bearer is destroyed, roll one D6 before removing it from play. On a 2+ it explodes, and each unit within 3" suffers D3 mortal wounds.

'All hail Lord Hasmoteph the Resplendent, Master of the Thousand Worlds, Oppressor of the Vordish Hordes...'

Lord Hasmoteph glared imperiously down upon his foes as his Royal Warden, Mohep the Indomitable, intoned the phaeron's innumerable honorifics. The wind wailed through the boughs of the trees that clung to the wooded ridge, but Mohep's amplified vocalisation easily overrode the piercing howl. His words even cut through the din of the fierce battle raging below.

'... Grand Immolator of the Poisoned Star, He Who Fought the Screaming God, Wielder of the Song of Sorrows...'

The enemy were trying again to force their way through the Necron lines. As Hasmoteph understood it, these blue-armoured beings were the finest soldiery of the Human species. He was not impressed. Even now their transport vehicles shuddered as gauss fire stripped away armour plating and ravaged their motive systems. One of the skimming vehicles ploughed into the ground and belched flames. The other two managed to land in a more controlled fashion, disgorging bands of blue-armoured giants whose guns thundered. They blasted swathes of his warriors from their feet, but the phaeron was unmoved. Peons, he could easily replace.

'... Master of the Seven Realities, Lord of the Outer Kingdoms...'

Hasmoteph's elite soldiery were closing in on the humans now. While his Warriors kept the enemy pinned, Thoktar's Immortals and Shekhmet's Lychguard converged from the flanks. Away amidst the ruins, more blue-armoured Humans lay down covering fire, but with Hasmoteph's Tomb Blades strafing them, they had problems enough of their own.

'... Executioner of Cossol, Wearer of the Starpyre Raiment...'

The jaws of the trap closed. Tesla blasts spat and crackled. Energised blades clove primitive powered armour. Still the humans fought back. His soldiery were, no doubt, becoming increasingly anxious. Tradition dictated that, should victory not be won by the time Mohep finished his recitation, the phaeron would be compelled to join the fight. On such occasions, the punishments Hasmoteph doled out to show his disappointment were severe. Yet privately the phaeron willed his Royal Warden to finish the announcement. His list of titles grew longer with every conquest, and it had been an age now since Hasmoteph had gotten to butcher the lesser races in person. Perhaps this time, he thought, and gripped the haft of his warscythe tighter as Mohep's voice droned on.

CRUSADE ARMY

Jay Goldfinch is an army painter in the Age of Sigmar studio, and a veteran Necron collector. Embracing the Crusade rules, he has decided to start a new wave of Necrons to add to his evergrowing collection, and to lead them out on campaign.

Jay has a huge Necron collection that includes models dating back to the race's first plastic releases. Jay drew the inspiration for his colour scheme from such aeons past, specifically from a diorama built and painted by Kirsten Mickelburgh for the first ever edition of *Codex: Necrons*. Keen to apply this colour scheme across an entire army, Jay long ago created his own dynasty. Though the name was at first something of a joke between him and his gaming group, he has come to embrace the Jhaetekh Dynasty. Drawn to the dark and nihilistic side of the Necrons' lore, Jay sees this dynasty as being relentless butchers who seek out enemy worlds one after another, bombard them mercilessly from space and then descend to exterminate whatever life remains.

To reflect this grim background, Jay has gone out of his way to model bases strewn with rubble and wreckage. Due to the fact that his regular gaming opponents almost all field Imperial armies, Jay has ensured that the vast majority of this wrack and ruin comes from cast-offs and spares from Imperial miniature sprues. In order to give his foremost units and characters more presence on the tabletop, he has even taken to mounting some of them on larger bases than those they are provided with. This allows him even more space to display the apocalyptic remains of each new world they destroy.

It isn't hard to see why, with such a rich – and indeed dark – theme to his Necron collection, Jay was excited to begin a new Crusade army. With this force he has been forging narratives of death and destruction on the tabletop. He chose to begin the new chapter of his hobby journey with the Necron miniatures from *Warhammer 40,000: Indomitus*. Jay applied his time-honoured dynastic colour scheme to a new generation of Necron models, and thus continued to build upon a beloved project of many years.

So were awakened the Skorpekh Lord Sartokh the Butcher – soon to earn himself epithets such as Bane of the Talassari and Ruler of a Thousand Moons – and his soldiery, known as the Merciless Legion. Crypteks and Destroyers both have a place close to Jay's heart, and so his Crusade army incorporated some of these from the very start. He included Skorpekh Destroyers and began work on a converted Lokhust Lord and his retinue that he hopes to unleash upon battlefields as soon as his battles earn him a few more Requisition points. In the meantime, such heartless killers as Jay's Royal Warden – Amkhep of the Bloody Hand – and his Technomancer – Tzennakh the Eternal – lead his legion on to new victories over the lesser races.
As his Crusade journey continues, Jay even intends to paint whirling energised glyphs onto his models to denote veteran advancements and hard-earned battle scars, describing this process as the activation of his dynasty's electrodermal circuits.

DATASHEETS

This section contains the datasheets that you will need to fight battles with your Necrons miniatures, as well as an explanation of any selectable keywords those datasheets might have and details of army-specific abilities. You can find out how to use datasheets in the Warhammer 40,000 Core Book.

THE <DYNASTY> KEYWORD

Many datasheets in this section have the **<DYNASTY>** keyword. This is a keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance below.

Most Necrons units are drawn from a dynasty. When you include such a unit in your army, you must nominate which dynasty it is from and then replace the **<DYNASTY>** keyword in every instance on its datasheet with the name of your chosen dynasty. This could be one of the dynasties detailed a Warhammer 40,000 publication, or one of your own design.

Example: *If you include a Royal Warden in your army, and you decide it is from the Novokh Dynasty, its* **<DYNASTY>** *keyword becomes* **NOVOKH** *and its Relentless March ability reads 'While a friendly* **NOVOKH CORE** *unit is within 6" of this model, each time that unit is selected to make a Normal Move or Advance, until the end of the phase, add 1" to the Move characteristic of models in that unit.'*

If your army is Battle-forged, you cannot include units from two different dynasties in the same Detachment. You can find out more about Battle-forged armies in the Warhammer 40,000 Core Book.

WARGEAR

The weapon profiles found on datasheets describe the primary weapons that models in that unit can be equipped with. A summary of all Necron weapon profiles can be found on pages 112-115.

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These are described below.

DIMENSIONAL TRANSLOCATION

The Necrons are unparalleled masters of technological lore, and can even bend the dimensions of space to suit their whims.

During deployment, you can set up this unit in a hyperspace dimension instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

LIVING METAL

The Necrons' semi-sentient metal skin lets them heal mid-battle.

At the start of your Command phase, each model in this unit regains 1 lost wound.

REANIMATION PROTOCOLS

Should a Necron be slain, its body becomes wreathed in an eerie glow. Crawling limbs reattach. Sundered torsos and smashed skulls reform amidst emerald sparks. Witchlights flare back to life within dead eye-lenses and the Necron rises again, shambling back into their battle line. Those Necrons too catastrophically damaged to reform vanish instead, teleported away to their tombs for repair.

Each time an enemy unit shoots or fights, after it makes its attacks, if any models in this unit were destroyed as a result of those attacks but this unit was not destroyed, this unit's reanimation protocols are enacted and those destroyed models begin to reassemble.

Each time a unit's reanimation protocols are enacted, make Reanimation Protocol rolls for that unit by rolling a number of D6 equal to the combined Wounds characteristics of all the reassembling models. Each Reanimation Protocol roll of 5+ is put into a pool. A Reanimation Protocol roll can never be modified by more than -1 or +1.

If the number of dice in that pool is greater than or equal to the Wounds characteristic of any of the reassembling models, select one of those models to be Reanimated. A Reanimated model:

- Is added back to its unit with its full wounds remaining.
- Can only set up within Engagement Range of enemy units that are already within Engagement Range of the Reanimated model's unit.
- Cannot, if it is your Charge phase, be set up closer to any enemy units that are targets of a charge declared by its unit this phase.
- No longer counts as having been destroyed for the purposes of Morale tests this turn.

You then reduce the number of dice in that pool by a number equal to the Wounds characteristic of the Reanimated model and repeat this process until either there are no more reassembling models, or the number of dice remaining in the pool is less than the Wounds characteristic of any of the reassembling models. Any models that did not Reanimate fail to reassemble, and any dice remaining in the pool are discarded.

Example: *In the Shooting phase, an enemy unit targets and makes its attacks against a 5-strong unit of Lychguard, destroying 3 models and leaving another with only one wound left. The Lychguard unit's reanimation protocols are enacted, and you now make Reanimation Protocol rolls for it. Each Lychguard has a Wounds characteristic of 2, so you would roll a total of six D6s. If you rolled 1, 3, 4, 5, 5 and 6, you would put three dice into a pool. This pool contains enough dice to Reanimate one of the destroyed models, and so it is set back up on the battlefield. After that model has been Reanimated, there is only one dice remaining in your pool. This is not enough to Reanimate another reassembling Lychguard model, as it is less than the model's Wounds characteristic; this dice is therefore discarded.*

COMMAND PROTOCOLS

The Necron nobility make war in a codified and relentless fashion. Their command protocols crackle out across multi-dimensional spectra from carrier-wave projectors, compelling their semi-sentient soldiery into battle one overriding directive at a time.

If every unit from your army (excluding **DYNASTIC AGENT**, **C'TAN SHARD** and **UNALIGNED** units) is from the same dynasty, and you select a **NOBLE** model to be your **WARLORD**, this unit is eligible to benefit from this ability and the following rules apply.

After both sides have deployed, but before you have determined who will have the first turn, you must assign a different one of the command protocols below to each of the first five battle rounds, and note this down secretly on your army roster.

Example: *Matt's army is led by an Overlord (a* **NOBLE***), and every model in it is from the same dynasty, therefore he must assign command protocols. He selects the following, writing them down on his army roster:*

- *Battle Round 1 = 2 (Sudden Storm)*
- *Battle Round 2 = 3 (Vengeful Stars)*
- *Battle Round 3 = 5 (Undying Legions)*
- *Battle Round 4 = 4 (Hungry Void)*
- *Battle Round 5+ = 1 (Eternal Guardian)*

Designer's Note: *If you have a set of Necrons Datacards, you can instead assign your command protocols by selecting the five corresponding cards you wish to use and placing them in a face-down deck in an order such that – by turning over the top card at the start of each battle round – you reveal the command protocol that will be active for your army that battle round.*

At the start of each battle round, if any **NOBLE** units from your army are on the battlefield, the command protocol that you assigned to that battle round becomes active for your army until the end of that battle round. Each command protocol is made up of two directives. When a command protocol becomes active for your army, reveal it to your opponent and select one of its directives. Until the assigned command protocol stops being active, while a unit that is eligible to benefit from this ability is within 6" of a friendly **NECRONS CHARACTER** model (excluding **C'TAN SHARD** models), that unit benefits from the selected directive.

If the battle lasts for more than five battle rounds, then until the end of the battle, whichever command protocol was active in the fifth battle round remains active. The available command protocols are show below.

1. Protocol of the Eternal Guardian

Temporary dimensional shielding flickers into being around the Necrons as they stand tall upon the battlefield like graven statues.

- **Directive 1:** Each time an attack is made against this unit, if it did not make a Normal Move, Advance or Fall Back this battle round, this unit receives the benefit of Light Cover, as described in the Warhammer 40,000 Core Book.
- **Directive 2:** Each time an enemy unit declares a charge against this unit, if this unit is not within Engagement Range of any enemy units, it can either Hold Steady or Set to Defend.
  - If it Holds Steady, then until the end of the phase, any Overwatch attacks made by models in that unit score hits on unmodified rolls of 5+, instead of 6.
  - If it Sets to Defend, then until the end of the phase, it cannot fire Overwatch, but until the end of the next Fight phase, each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.

2. Protocol of the Sudden Storm

Arcing energies leap from one Necron unit to the next, lending speed to their limbs and causing their eye lenses to blaze.

- **Directive 1:** Add 1" to the Move characteristic of models in this unit.
- **Directive 2:** If this unit is performing an action, it can still make attacks with ranged weapons without that action failing.

3. Protocol of the Vengeful Stars

Criss-cross fire leaps from the Necron ranks, forming a blazing corona of deadly energy from which there can be no escape.

- **Directive 1:** Each time a model in this unit makes a ranged attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.
- **Directive 2:** Each time a model in this unit makes a ranged attack that targets a unit within half range, the target does not receive the benefits of cover to its saving throw against that attack.

4. Protocol of the Hungry Void

The Necrons strike with data-augmented accuracy, their murderous attacks as inescapable as the killing cold of space.

- **Directive 1:** Each time a model in this unit makes a melee attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.
- **Directive 2:** Each time a model in this unit makes a melee attack, if this unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to that attack's Strength characteristic.

5. Protocol of the Undying Legions

At a hissing static signal, nanoscarabs are released in boiling black clouds that whirl about the legions and effect constant repairs.

- **Directive 1:** Each time this unit uses its Living Metal ability (pg 80), each model in this unit regains 1 additional lost wound.
- **Directive 2:** Each time you make Reanimation Protocol rolls for this unit (pg 80), you can re-roll one of the dice.

6. Protocol of the Conquering Tyrant

The legions employ the strategies of their masters in perfect synchronicity, laying down hails of mechanically coordinated fire.

- **Directive 1:** Add 3" to the range of this unit's aura abilities (to a maximum of 12") and increase the range of the following abilities this unit has by 3" (to a maximum of 12"): Lord's Will; My Will Be Done; Rites of Reanimation.
- **Directive 2:** This unit is eligible to shoot in a turn in which it Fell Back, but if it does, then until the end of the turn, each time a model in this unit makes a ranged attack, subtract 1 from that attack's hit roll.

Imotekh is a sublimely skilled strategist, wielding his armies with hyperlogical skill and unleashing deadly strategic ploys. In battle he incinerates enemies with his Gauntlet of Fire, blasts them with pan-dimensional energies from his Staff of the Destroyer or humbles them in punishing one-on-one duels.

IMOTEKH THE STORMLORD

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Imotekh the Stormlord	6"	2+	2+	5	5	6	4	10	2+

Imotekh the Stormlord is equipped with: Gauntlet of Fire; Staff of the Destroyer. Your army can only include one IMOTEKH THE STORMLORD model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauntlet of Fire	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Staff of the Destroyer (shooting)	18"	Assault 3	6	-3	2	-
Staff of the Destroyer (melee)	Melee	Melee	+1	-3	2	-

ABILITIES

Living Metal, Command Protocols (pg 80-81)

My Will Be Done: In your Command phase, you can select one friendly SAUTEKH CORE unit within 9" of this unit. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be selected for this ability once per phase.

Relentless March (Aura): While a friendly SAUTEKH CORE unit is within 6" of this model, each time that unit is selected to make a Normal Move or Advance, until the end of the phase, add 1" to the Move characteristic of models in that unit.

Phase Shifter: This model has a 4+ invulnerable save.

Lord of the Storm: Once per battle, in your Shooting phase, this model can call the storm. If it does, select one enemy model within 48" of and visible to it (you can only select a CHARACTER model with a Wounds characteristic of 9 or less if it is the closest enemy model to Imotekh). Roll one D6 for each other enemy unit within 6" of that model: on a 4+, that unit suffers D3 mortal wounds. Then roll one D6: on a 4+, that model suffers 3 mortal wounds.

Grand Strategist: If your army is Battle-forged, you receive 2 additional Command Points if you select this model as your WARLORD.

Phaeron: This model can use its My Will Be Done one additional time per turn.

FACTION KEYWORDS: **NECRONS, SAUTEKH**
KEYWORDS: **INFANTRY, CHARACTER, PHAERON, OVERLORD, NOBLE, IMOTEKH THE STORMLORD**

Orikan is a master astromancer, using his knowledge of astral conjunctions to predict the tides of battle and empower himself with cosmic energies. He supplements these skills with chronomantic abilities that allow him to see events before they happen and know just where to aim his blows.

ORIKAN THE DIVINER

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Orikan the Diviner	5"	3+	3+	4	4	5	2	10	4+
	Orikan Empowered	5"	2+	2+	7	7	5	4	10	4+

Orikan the Diviner is equipped with: Staff of Tomorrow. Your army can only include one ORIKAN THE DIVINER model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of Tomorrow	Melee	Melee	User	-3	D3	Each time an attack is made with this weapon, invulnerable saving throws cannot be taken against that attack.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Master Chronomancer: In your Command phase, you can select one friendly NECRONS unit within 9" of this model. Until the start of your next Command phase, you can re-roll charge rolls made for that unit and models in that unit have a 5+ invulnerable save.

Prescient Strike: At the start of the Fight phase, if this model is within Engagement Range of any enemy units, it can fight first that phase.

Timesplinter Mantle: This model has a 4+ invulnerable save.

The Stars Are Right: In your Command phase, if this model is on the battlefield, roll one D6: if the result is less than the current battle round number, then until the end of the battle, use the Orikan Empowered profile for this model (note that any wounds it has already lost remain lost).

FACTION KEYWORDS: **NECRONS**
KEYWORDS: **INFANTRY, CHARACTER, CHRONOMANCER, DYNASTIC AGENT, CRYPTEK, ORIKAN THE DIVINER**

ANRAKYR THE TRAVELLER

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Anrakyr the Traveller	6"	2+	2+	6	5	6	4	10	3+

Anrakyr the Traveller is equipped with: tachyon arrow; warscythe. Your army can only include one **ANRAKYR THE TRAVELLER** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tachyon arrow	120"	Assault 1	12	-5	D6	The bearer can only shoot with this weapon once per battle.
Warscythe	Melee	Melee	+2	-4	2	-

ABILITIES

Living Metal, Command Protocols (pg 80-81)

My Will Be Done: In your Command phase, you can select one friendly **NECRONS CORE** unit within 9" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be selected for this ability once per phase.

Relentless March (Aura): While a friendly **NECRONS CORE** unit is within 6" of this model, each time that unit is selected to make a Normal Move or Advance, until the end of the phase, add 1" to the Move characteristic of models in that unit.

Phase Shifter: This model has a 4+ invulnerable save.

Lord of the Pyrrhian Legions (Aura): While a friendly **NECRONS CORE** unit is within 6" of this model, add 1 to the Attacks characteristic of models in that unit.

Mind in the Machine: At the start of your Shooting phase, you can select one enemy **VEHICLE** model that is visible to and within 12" of this model and roll 3D6 (if the model you selected is **TITANIC**, roll 2D6 instead). If the result is greater than or equal to the Leadership characteristic of the selected model, you can shoot one of that model's ranged weapons as if that model was a unit from your army, using this model's Ballistic Skill characteristic instead of the target model's.

FACTION KEYWORDS: **NECRONS**
KEYWORDS: **INFANTRY, CHARACTER, NOBLE, DYNASTIC AGENT, OVERLORD, ANRAKYR THE TRAVELLER**

Anrakyr voyages from one tomb world to the next at the head of his veteran Pyrrhian Eternals. Anrakyr's Tachyon arrow can unleash an unstoppable thunderbolt of energy, capable of shattering mountains, and his will is so great that he can even seize temporary control of his enemies' engines of war.

VARGARD OBYRON

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Vargard Obyron	6"	2+	3+	5	5	6	4	10	2+

Vargard Obyron is equipped with: warscythe. Your army can only include one **VARGARD OBYRON** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Warscythe	Melee	Melee	+2	-4	2	-

ABILITIES

Living Metal, Command Protocols, Dimensional Translocation (pg 80-81)

Cleaving Counterblow: When this model is destroyed by a melee attack, do not remove this model from play; after the attacking model's unit has finished making its attacks, this model fights as if it were the Fight phase. This model is then removed from play.

The Lord's Will: In your Command phase, you can select one friendly **SAUTEKH CORE** unit within 9" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, re-roll a hit roll of 1.

The Vargard's Duty (Aura): While a friendly **NEMESOR ZAHNDREKH** unit is within 3" of this model, enemy models cannot target that unit with ranged attacks.

Relentless March (Aura): While a friendly **SAUTEKH CORE** unit is within 6" of this model, each time that unit is selected to make a Normal Move or Advance, until the end of the phase, add 1" to the Move characteristic of models in that unit.

Ghostwalk Mantle: At the start of your Movement phase, you can remove this model from the battlefield. If you do, then in the Reinforcements step of that phase, set this model back up on the battlefield, anywhere within 3" of a friendly **NEMESOR ZAHNDREKH** model.

Ever-present Protector: If a Detachment includes **NEMESOR ZAHNDREKH**, then **VARGARD OBYRON** can be included in that Detachment without taking up a Battlefield Role slot.

FACTION KEYWORDS: **NECRONS, SAUTEKH**
KEYWORDS: **INFANTRY, CHARACTER, LORD, NOBLE, VARGARD OBYRON**

Obyron is Nemesor Zahndrekh's devoted bodyguard. He is a tremendously skilled and powerful close-quarters combatant. Moreover, thanks to his ghostwalk mantle, he is always ready to teleport back to his master's side and place his resilient living metal form between Zahndrekh and harm.

Illuminor Szeras is a ghoulish bioscientist who haunts the battlefield to gather luckless living specimens. He is a master of technomantic lore and android augmentation, employing horrible arcanoscientific instruments to disassemble his enemies, even as he fortifies the living metal forms of his allies.

ILLUMINOR SZERAS

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Illuminor Szeras	8"	3+	3+	6	6	7	4	10	3+

Illuminor Szeras is equipped with: Eldritch Lance; impaling legs. Your army can only include one **ILLUMINOR SZERAS** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Eldritch Lance (shooting)	36"	Assault D3	8	-4	D6	-
Eldritch Lance (melee)	Melee	Melee	User	-4	2	-
Impaling legs	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Rites of Reanimation: In your Command phase, you can select one friendly **NECRONS CORE** unit within 6" of this model. One destroyed model from that unit is Reanimated (pg 80). If the selected unit is a **NECRON WARRIORS** unit, D3 destroyed models from that unit are Reanimated instead. Each unit can only be selected for this ability once per phase.

Empyric Overcharger (Aura): While an enemy **PSYKER** unit is within 12" of this model, each time a Psychic test is taken for that unit, it suffers Perils of the Warp on any dice roll that includes a double, instead of only a double 1 or double 6.

Atomic Energy Manipulator: In the Fight phase, if this model destroys one or more enemy models, then at the end of that phase it can use its Mechanical Augmentation ability as if it were the end of your Movement phase.

Mechanical Augmentation: At the end of your Movement phase, you can select one friendly **NECRONS CORE** unit within 6" of this model. If you do, roll one D3 and consult the table below:

D3	Result
1	Until the end of the battle, add 1 to the Strength characteristic of models in that unit.
2	Until the end of the battle, add 1 to the Toughness characteristic of models in that unit.
3	Until the end of the battle, improve the Ballistic Skill characteristic of models in that unit by 1.

Each unit can only be selected for this ability once per battle.

Illuminor: This model can use its Rites of Reanimation ability one additional time per turn.

FACTION KEYWORDS: **NECRONS**

KEYWORDS: **INFANTRY, CHARACTER, DYNASTIC AGENT, CRYPTEK, TECHNOMANCER, ILLUMINOR SZERAS**

Nemesor Zahndrekh is one of the finest generals in the Sautekh Dynasty, expertly directing his own warriors while neutralising his enemies' every gambit. This is especially impressive considering his degraded engrammatic state, which has left him convinced he still lives and breathes during the time of the Necrontyr.

NEMESOR ZAHNDREKH

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Nemesor Zahndrekh	6"	2+	2+	5	5	6	4	10	2+

Nemesor Zahndrekh is equipped with: staff of light. Your army can only include one **NEMESOR ZAHNDREKH** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of light (shooting)	18"	Assault 3	5	-2	1	-
Staff of light (melee)	Melee	Melee	User	-2	1	-

ABILITIES

Living Metal, Command Protocols (pg 80-81)

My Will Be Done: In your Command phase, you can select one friendly **SAUTEKH CORE** unit within 9" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be selected for this ability once per phase.

Relentless March (Aura): While a friendly **SAUTEKH CORE** unit is within 6" of this model, each time that unit is selected to make a Normal Move or Advance, until the end of the phase, add 1" to the Move characteristic of models in that unit.

Counter Tactics: Once per battle, when your opponent declares they will use a Stratagem during a battle round but before any Command points are spent, this model can engage its counter tactics. If it does, your opponent cannot use that Stratagem this battle round.

Phase Shifter: This model has a 4+ invulnerable save.

Transient Madness: In your Command phase, you can select one friendly **SAUTEKH CORE** unit within 9" of this model and roll 3D6. If the total is less than this model's Leadership characteristic, you can select one of the results below to apply to that unit; otherwise, roll one D3 to determine which of the results below apply to that unit.

D3	Result
1	**Avenge the Fallen:** Until the start of your next Command phase, add 1 to the Attacks characteristic of models in that unit.
2	**Quell the Rebellion:** Until the start of your next Command phase, improve the Ballistic Skill of models in that unit by 1.
3	**Solarmills? Charge!:** Until the start of your next Command phase, you can re-roll charge rolls made for that unit.

FACTION KEYWORDS: **NECRONS, SAUTEKH**

KEYWORDS: **INFANTRY, CHARACTER, OVERLORD, NOBLE, NEMESOR ZAHNDREKH**

TRAZYN THE INFINITE

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Trazyn the Infinite	6"	2+	2+	5	5	6	4	10	3+

Trazyn the Infinite is equipped with: Empathic Obliterator. Your army can only include one **TRAZYN THE INFINITE** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Empathic Obliterator	Melee	Melee	+2	-1	D3	Each time an attack is made with this weapon, if a **CHARACTER** model is destroyed by that attack, each enemy unit within 6" of the bearer suffers D3 mortal wounds.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Phase Shifter: This model has a 4+ invulnerable save.

My Will Be Done: In your Command phase, you can select one friendly **NECRONS CORE** unit within 9" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be selected for this ability once per phase.

Ancient Collector: If this model is included in your army, the Dynastic Heirlooms Stratagem (pg 57) costs 1 fewer Command points to use the first time you use it. If this model is included in your Crusade force, the Relic Requisition costs 0 Requisition points to use.

Surrogate Hosts: When this model is destroyed, instead of using any other rule that is triggered when a model is destroyed, after removing it from play you can roll one D6: on a 2+, you can select another friendly **NECRONS INFANTRY CHARACTER** model on the battlefield (excluding named characters). Remove that model as if it were destroyed (you cannot use any rules that are triggered when a model is destroyed) and return this model to play, placing it in the removed model's place with 3 wounds remaining.

Relentless March (Aura): While a friendly **NECRONS CORE** unit is within 6" of this model, each time that unit is selected to make a Normal Move or Advance, until the end of the phase, add 1" to the Move characteristic of models in that unit.

FACTION KEYWORDS: **NECRONS**
KEYWORDS: **INFANTRY, CHARACTER, OVERLORD, NOBLE, DYNASTIC AGENT, TRAZYN THE INFINITE**

A thief of moments in history, Trazyn takes to the battlefield to acquire that which cunning cannot secure. His Empathic Obliterator triggers psionic shock waves that kill not only his immediate victim, but those of a like mind nearby, while his ability to leap from one surrogate body to the next ensures he is hard to slay indeed!

ROYAL WARDEN

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Royal Warden	6"	3+	3+	5	5	4	3	10	3+

A Royal Warden is equipped with: relic gauss blaster.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Relic gauss blaster	30"	Rapid Fire 2	5	-2	2	-

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Adaptive Strategy: In your Command phase, you can select one friendly **<DYNASTY> CORE** unit within 9" of this model. Until the end of the turn, that unit is eligible to shoot and declare a charge with in a turn in which they Fell Back.

Relentless March (Aura): While a friendly **<DYNASTY> CORE** unit is within 6" of this model, each time that unit is selected to make a Normal Move or Advance, until the end of the phase, add 1" to the Move characteristic of models in that unit.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **INFANTRY, CHARACTER, ROYAL WARDEN**

Royal Wardens ensure their lord's will is carried out by the dynasty's vast armies. They possess the initiative to adapt the strategies of the phalanxes under their command with engrammatic logic. While they retain independence of thought, protocols buried deep within their living metal cortices render them unquestioningly loyal.

SKORPEKH LORD

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Skorpekh Lord	8"	2+	2+	6	6	6	4	10	3+

A Skorpekh Lord is equipped with: enmitic annihilator; flensing claw; hyperphase harvester.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Enmitic annihilator	18"	Assault 2D3	6	-1	1	Blast
Flensing claw	Melee	Melee	User	-1	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Hyperphase harvester	Melee	Melee	+2	-4	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

United in Destruction (Aura): While a friendly **<DYNASTY> DESTROYER CULT** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

Phase Shifter: This model has a 4+ invulnerable save.

Hardwired for Destruction: Each time this model makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: **NECRONS, DESTROYER CULT, <DYNASTY>**
KEYWORDS: **INFANTRY, CHARACTER, SKORPEKH LORD**

Skorpekh Lords have fallen far from their noble beginnings, allowing an obsession with slaughter to twist their bodies and minds. Lurching forward on tripod bodies, their enmitic annihilators blast victims messily apart as their claws and blades lash out to reap a crimson harvest across the battlefield.

LOKHUST LORD

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lokhust Lord	8"	3+	3+	5	6	6	4	10	3+

A Lokhust Lord is equipped with: staff of light.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of light (shooting)	18"	Assault 3	5	-2	1	-
Staff of light (melee)	Melee	Melee	User	-2	1	-
Voidblade	Melee	Melee	User	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Warscythe	Melee	Melee	+2	-4	2	-

OTHER WARGEAR	ABILITIES
Phylactery	Each time this model uses its Living Metal ability, it regains up to D3 lost wounds instead of 1.
Resurrection orb	Once per battle, in your Command phase, the bearer can use its resurrection orb. If it does, select one friendly **<DYNASTY>** unit within 6" of the bearer that is not at its Starting Strength and has not had its reanimation protocols enacted this phase. That unit's reanimation protocols are enacted, and every destroyed model in that unit begins to reassemble.

WARGEAR OPTIONS

- This model's staff of light can be replaced with one of the following: 1 hyperphase sword (pg 114); 1 voidblade; 1 warscythe.
- This model can be equipped with one of the following: 1 phylactery; 1 resurrection orb.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Hardwired for Destruction: Each time this model makes an attack, re-roll a hit roll of 1.

United in Destruction (Aura): While a friendly **<DYNASTY> DESTROYER CULT** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

Phase Shifter: This model has a 4+ invulnerable save.

FACTION KEYWORDS: **NECRONS, DESTROYER CULT, <DYNASTY>**
KEYWORDS: **INFANTRY, CHARACTER, FLY, LOKHUST LORD**

Lokhust Lords skim into battle on swift grav-sled bodies. Driven by nihilistic hatred, their every optimised strike slaughters swathes of the foe. Meanwhile, should the enemy wound a Lokhust Lord, in return they must watch in despair as minute repair-scarabs spill from his phylactery in a silvery tide to repair his rent form.

LORD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lord	6"	3+	3+	5	5	4	3	10	3+

A Lord is equipped with: staff of light.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of light (shooting)	18"	Assault 3	5	-2	1	-
Staff of light (melee)	Melee	Melee	User	-2	1	-
Voidblade	Melee	Melee	User	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Warscythe	Melee	Melee	+2	-4	2	-

OTHER WARGEAR	ABILITIES
Resurrection orb	Once per battle, in your Command phase, the bearer can use its resurrection orb. If it does, select one friendly **<DYNASTY>** unit within 6" of the bearer that is not at its Starting Strength and has not had its reanimation protocols enacted this phase. That unit's reanimation protocols are enacted, and every destroyed model in that unit begins to reassemble.

WARGEAR OPTIONS

- This model's staff of light can be replaced with one of the following: 1 hyperphase sword (pg 114); 1 voidblade; 1 warscythe.
- This model can be equipped with 1 resurrection orb.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

The Lord's Will: In your Command phase, you can select one friendly **<DYNASTY> CORE** unit within 9" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Relentless March (Aura): While a friendly **<DYNASTY> CORE** unit is within 6" of this model, each time that unit is selected to make a Normal Move or Advance, until the end of the phase, add 1" to the Move characteristic of models in that unit.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **INFANTRY, CHARACTER, NOBLE, LORD**

The Royal Courts of Necron dynasties include many lesser lords amongst their number, while fringeworld forces may be led by such beings. They are possessed of formidable cunning and martial strength, and the resurrection orbs they carry to war can overcharge the self-repair systems of nearby Necrons.

Some Necron nobles ride to battle enthroned on Catacomb Command Barges. These armoured skimmers beam out carrier waves that bear a noble's orders directly to the dynasty's legions, while also providing them with quantum shielding, heavy gauss firepower and a fast-moving platform from which to fight.

CATACOMB COMMAND BARGE

9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Catacomb Command Barge	12"	2+	2+	5	6	9	4	10	3+

A Catacomb Command Barge is equipped with: gauss cannon; staff of light.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauss cannon	24"	Heavy 3	6	-3	D3	-
Staff of light (shooting)	18"	Assault 3	5	-2	1	-
Tesla cannon	30"	Heavy 3	6	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.
Hyperphase sword	Melee	Melee	+1	-3	1	-
Staff of light (melee)	Melee	Melee	User	-2	1	-
Voidblade	Melee	Melee	User	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Warscythe	Melee	Melee	+2	-4	2	-

OTHER WARGEAR	ABILITIES
Resurrection orb	Once per battle, in your Command phase, the bearer can use its resurrection orb. If it does, select one friendly **<DYNASTY>** unit within 6" of the bearer that is not at its Starting Strength and has not had its reanimation protocols enacted this phase. That unit's reanimation protocols are enacted, and every destroyed model in that unit begins to reassemble.

WARGEAR OPTIONS

- This model's gauss cannon can be replaced with 1 tesla cannon.
- This model's staff of light can be replaced with one of the following: 1 hyperphase sword; 1 voidblade; 1 warscythe.
- This model can be equipped with 1 resurrection orb.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

My Will Be Done: In your Command phase, you can select one friendly **<DYNASTY> CORE** unit within 9" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be selected for this ability once per phase.

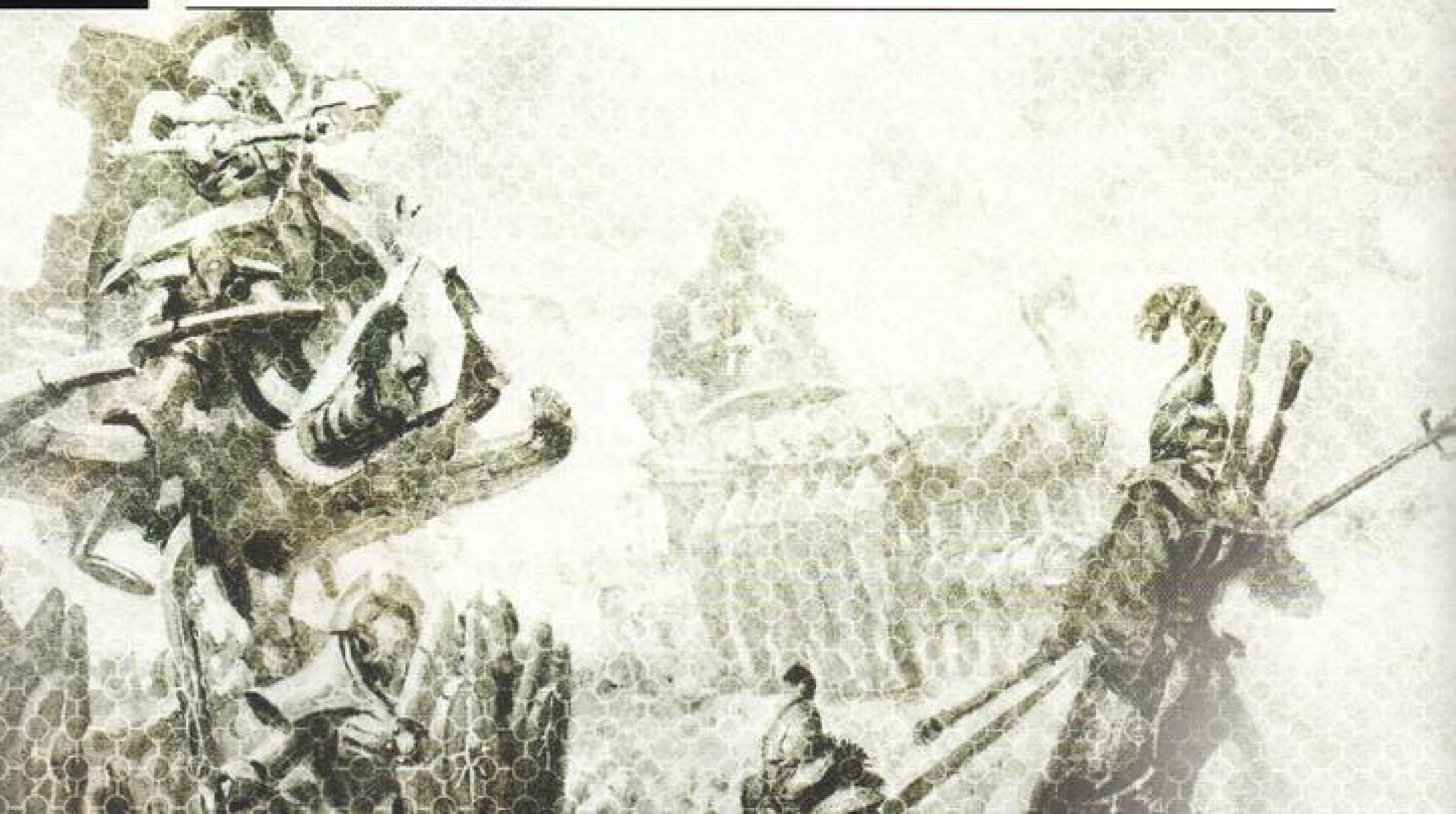
Relentless March (Aura): While a friendly **<DYNASTY> CORE** unit is within 6" of this model, each time that unit is selected to make a Normal Move or Advance, until the end of the phase, add 1" to the Move characteristic of models in that unit.

Quantum Shielding: This model has a 5+ invulnerable save. In addition, each time an attack is made against this model, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the attacker may have.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

Hovering: Distances are measured to and from either this model's hull or its base, whichever is the closest.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **VEHICLE, CHARACTER, QUANTUM SHIELDING, NOBLE, OVERLORD, FLY, CATACOMB COMMAND BARGE**



OVERLORD

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Overlord	6"	2+	2+	5	5	5	4	10	3+

An Overlord is equipped with: tachyon arrow; hyperphase glaive.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of light (shooting)	18"	Assault 3	5	-2	1	-
Tachyon arrow	120"	Assault 1	12	-5	D6	The bearer can only shoot with this weapon once per battle.
Hyperphase glaive	Melee	Melee	+2	-3	D3	-
Hyperphase sword	Melee	Melee	+1	-3	1	-
Staff of light (melee)	Melee	Melee	User	-2	1	-
Voidblade	Melee	Melee	User	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Voidscythe	Melee	Melee	x2	-4	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Warscythe	Melee	Melee	+2	-4	2	-

OTHER WARGEAR	ABILITIES
Resurrection orb	Once per battle, in your Command phase, the bearer can use its resurrection orb. If it does, select one friendly **<DYNASTY>** unit within 6" of the bearer that is not at its Starting Strength and has not had its reanimation protocols enacted this phase. That unit's reanimation protocols are enacted, and every destroyed model in that unit begins to reassemble.

WARGEAR OPTIONS

- This model's tachyon arrow and hyperphase glaive can be replaced with one of the following: 1 hyperphase sword; 1 staff of light; 1 voidblade; 1 voidscythe; 1 warscythe.
- If this model is not equipped with a tachyon arrow, it can be equipped with 1 resurrection orb.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Relentless March (Aura): While a friendly **<DYNASTY> CORE** unit is within 6" of this model, each time that unit is selected to make a Normal Move or Advance, until the end of the phase, add 1" to the Move characteristic of models in that unit.

Phase Shifter: This model has a 4+ invulnerable save.

My Will Be Done: In your Command phase, you can select one friendly **<DYNASTY> CORE** unit within 9" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be selected for this ability once per phase.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **INFANTRY, CHARACTER, NOBLE, OVERLORD**

Overlords lead the Necron dynasties in battle. Their android minds are tremendously swift, their bodies implacably resilient and their weapons eldritch, ancient and lethal. Yet it is the Overlords' indomitable wills that are perhaps their most fearsome assets, for with these they drive entire armies to war.

Technomancers possess the power to augment and swiftly repair Necron units and Canoptek constructs in the field. Some Technomancers use Canoptek cloaks to flit swiftly to wherever they are needed most, while others employ the nanoscarab beams of their Canoptek control nodes to augment from afar.

TECHNOMANCER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Technomancer	5"	3+	3+	4	4	4	1	10	4+

A Technomancer is equipped with: staff of light.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of light (shooting)	18"	Assault 3	5	-2	1	-
Staff of light (melee)	Melee	Melee	User	-2	1	-

OTHER WARGEAR	ABILITIES
Canoptek cloak	The bearer has a Move characteristic of 10" and the **Fly** keyword. In addition, at the end of your Movement phase, you can repair one friendly **<Dynasty>** model within 3" of this model. That model regains up to D3 lost wounds. Each model can only be repaired once per turn.
Canoptek control node	The bearer has the following ability: '**Control Node (Aura):** While a friendly **<Dynasty> Canoptek** unit is within 6" of this model, each time a model in that unit makes an attack, add 1 to that attack's hit roll.'

WARGEAR OPTIONS

- This model can be equipped with one of the following: 1 Canoptek cloak; 1 Canoptek control node.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Dynastic Advisors: If your army is Battle-forged, then for each **Cryptek** unit (excluding **Dynastic Agents** units) included in a Detachment that also contains at least one **Noble** unit, a second **Cryptek** unit (excluding **Dynastic Agents** units) can be included in that Detachment without taking up an additional Battlefield Role slot.

Rites of Reanimation: In your Command phase, you can select one friendly **<Dynasty> Core** unit within 6" of this model. One destroyed model from that unit is Reanimated (pg 80). If the selected unit is a **Necron Warriors** unit, D3 destroyed models from that unit are Reanimated instead. Each unit can only be selected for this ability once per phase.

FACTION KEYWORDS: **Necrons, <Dynasty>**
KEYWORDS: **Infantry, Character, Cryptek, Technomancer**

Psychomancers study the science of fear. They are expert manipulators, conjuring phantasms and temporary hard-light constructs that trigger primal survival instincts in their victims' minds, or overload even the most advanced sensoria. No being is safe from the creeping tendrils of the Psychomancer's art.

PSYCHOMANCER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Psychomancer	5"	3+	3+	4	4	4	1	10	4+

A Psychomancer is equipped with: abyssal lance.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Abyssal lance (shooting)	18"	Assault 3	4	-3	1	-
Abyssal lance (melee)	Melee	Melee	User	-3	1	-

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Dynastic Advisors: If your army is Battle-forged, then for each **Cryptek** unit (excluding **Dynastic Agents** units) included in a Detachment that also contains at least one **Noble** unit, a second **Cryptek** unit (excluding **Dynastic Agents** units) can be included in that Detachment without taking up an additional Battlefield Role slot.

Harbinger of Despair: In your Morale phase, you can select one enemy unit within 12" of this model and roll 3D6: if the result is greater than the enemy unit's Leadership characteristic, select one of the results opposite to take effect until the start of your next Morale phase. Each unit can only be selected for this ability once per phase.

- The selected unit cannot perform actions (if that unit is currently performing an action, it immediately fails).
- The selected unit loses the Objective Secured ability.
- Halve Advance rolls and charge rolls made for the selected unit.
- The selected unit cannot fire Overwatch or Set to Defend, and is not eligible to fight in the Fight phase until after all eligible units from your army have done so.

Nightmare Shroud (Aura): While an enemy unit is within 6" of this model, subtract 1 from the Leadership characteristic of models in that unit and subtract 1 from Combat Attrition tests taken for that unit.

FACTION KEYWORDS: **Necrons, <Dynasty>**
KEYWORDS: **Infantry, Character, Fly, Cryptek, Psychomancer**

CHRONOMANCER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chronomancer	8"	3+	3+	4	4	4	1	10	4+

A Chronomancer is equipped with: aeonstave; chronotendrils.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aeonstave (shooting)	18"	Assault D3	5	-2	1	Blast. Each time an attack is made with this weapon, invulnerable saving throws cannot be taken against that attack.
Entropic lance (shooting)	18"	Assault 1	8	-3	D3+3	-
Aeonstave (melee)	Melee	Melee	User	-2	1	Each time an attack is made with this weapon, invulnerable saving throws cannot be taken against that attack.
Chronotendrils	Melee	Melee	User	0	1	Each time the bearer fights, it makes 3 additional attacks with this weapon.
Entropic lance (melee)	Melee	Melee	User	-3	3	-

WARGEAR OPTIONS

- This model's aeonstave can be replaced with 1 entropic lance.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Dynastic Advisors: If your army is Battle-forged, then for each **CRYPTEK** unit (excluding **DYNASTIC AGENTS** units) included in a Detachment that also contains at least one **NOBLE** unit, a second **CRYPTEK** unit (excluding **DYNASTIC AGENTS** units) can be included in that Detachment without taking up an additional Battlefield Role slot.

Timesplinter Mantle: This model has a 4+ invulnerable save.

Chronometron: In your Command phase, you can select one friendly **<DYNASTY>** unit within 9" of this model. Until the start of your next Command phase, you can re-roll charge rolls made for that unit and models in that unit have a 5+ invulnerable save.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **INFANTRY, CHARACTER, FLY, CRYPTEK, CHRONOMANCER**

Chronomancers are Crypteks who harness temporal energies, their aeonstaves and entropic lances slowing down or speeding up weaponised time. Their timesplinter mantles use crystallised moments to confound enemy blows while their chronometrons hasten allies through time itself.

PLASMANCER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Plasmancer	5"	3+	3+	4	4	4	1	10	4+

A Plasmancer is equipped with: plasmic lance.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasmic lance (shooting)	18"	Assault D3	7	-3	2	-
Plasmic lance (melee)	Melee	Melee	User	-3	2	-

ABILITIES

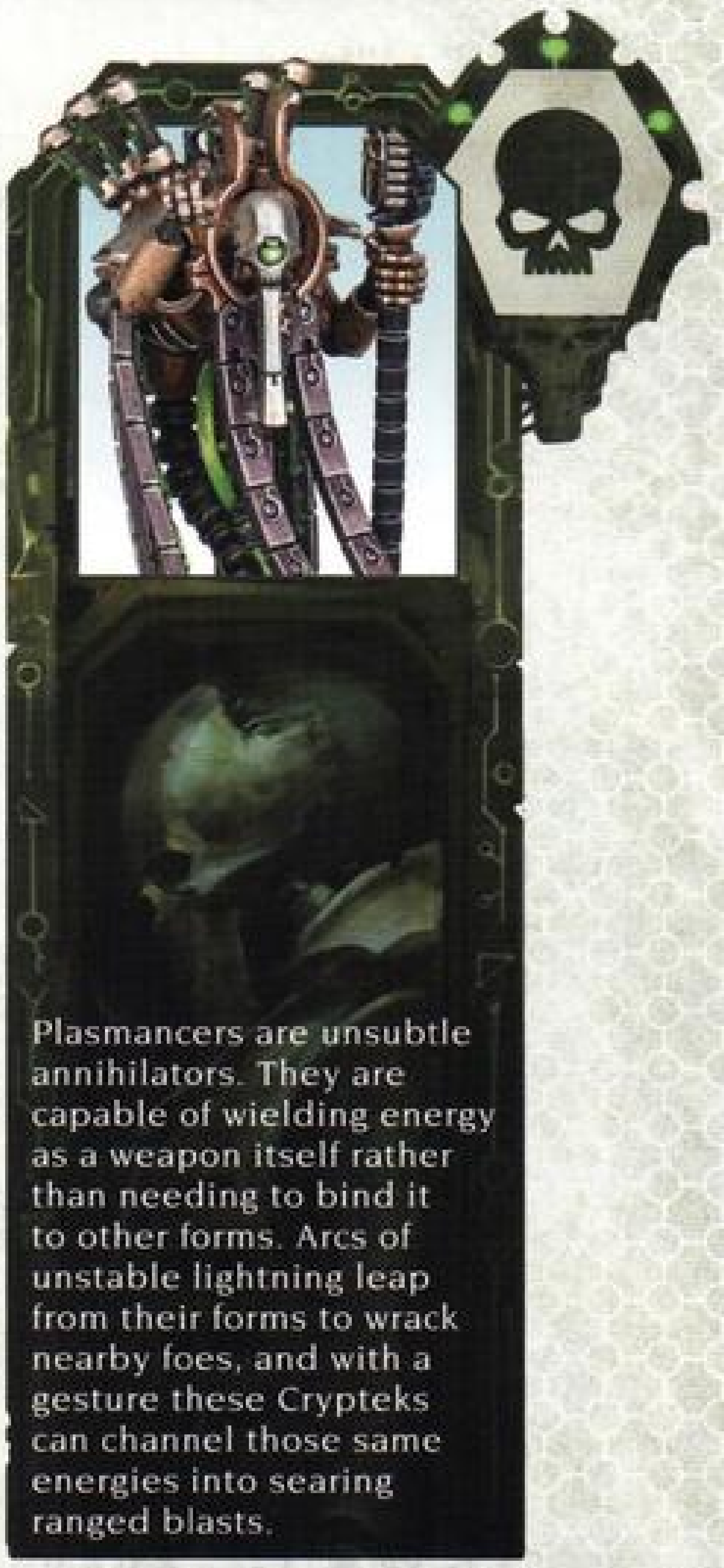
Living Metal, Command Protocols (pg 80-81)

Living Lightning: At the start of the Fight phase, roll one D6 for each enemy unit within 6" of this model: on a 4+, that unit suffers 1 mortal wound.

Harbinger of Destruction: At the end of your Movement phase, if this model did not Fall Back that phase, roll three D6s: for each 4+, the closest enemy unit within 24" of and visible to this model suffers 1 mortal wound.

Dynastic Advisors: If your army is Battle-forged, then for each **CRYPTEK** unit (excluding **DYNASTIC AGENTS** units) included in a Detachment that also contains at least one **NOBLE** unit, a second **CRYPTEK** unit (excluding **DYNASTIC AGENTS** units) can be included in that Detachment without taking up an additional Battlefield Role slot.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **INFANTRY, CHARACTER, FLY, CRYPTEK, PLASMANCER**



Plasmancers are unsubtle annihilators. They are capable of wielding energy as a weapon itself rather than needing to bind it to other forms. Arcs of unstable lightning leap from their forms to wrack nearby foes, and with a gesture these Crypteks can channel those same energies into searing ranged blasts.

Necron Warriors attack in rank upon shambling rank. Individually little more than mindless automata, they are relentless and deadly when commanded en masse. The Warriors' metallic bodies can self-repair from even the most hideous damage, while their unceasing volleys of fire butcher the foe with mechanical efficiency.

NECRON WARRIORS

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
10-20	Necron Warrior	5"	3+	3+	4	4	1	1	10	4+

If this unit contains 11 or more models, it has **Power Rating 12**. Every model is equipped with: gauss flayer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauss flayer	24"	Rapid Fire 1	4	-1	1	-
Gauss reaper	12"	Assault 2	5	-2	1	-

WARGEAR OPTIONS

- Any number of models can each have their gauss flayer replaced with 1 gauss reaper.

ABILITIES

Reanimation Protocols, Command Protocols (pg 80-81)

Their Number is Legion: Re-roll Reanimation Protocol rolls of 1 made for this unit.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **INFANTRY, CORE, NECRON WARRIORS**

Once the shook troops of the Necrontyr, Immortals still provide their masters with a powerful core of skilled soldiery millennia later. More advanced than Necron Warriors, they can employ a number of strategies even without command, and their firepower makes them deadly in close or mid-range engagements.

IMMORTALS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-10	Immortal	5"	3+	3+	4	5	1	2	10	3+

If this unit contains 6 or more models, it has **Power Rating 8**. Every model is equipped with: gauss blaster.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauss blaster	30"	Rapid Fire 1	5	-2	1	-
Tesla carbine	24"	Assault 2	5	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.

WARGEAR OPTIONS

- All of the models in the unit can have their gauss blaster replaced with 1 tesla carbine each.

ABILITIES

Reanimation Protocols, Command Protocols (pg 80-81)

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **INFANTRY, CORE, IMMORTALS**

CANOPTEK REANIMATOR

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Canoptek Reanimator	8"	4+	4+	5	5	6	4	10	3+

A Canoptek Reanimator is equipped with: 2 atomiser beams; reanimator's claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Atomiser beam	12"	Assault 3	6	-2	1	-
Reanimator's claws	Melee	Melee	User	-2	1	-

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

Nanoscarab Reanimation Beam (Aura): In your Command phase, you can select one friendly <DYNASTY> unit within 6" of and visible to this model. Until the start of your next Command phase, while that unit is within 6" of and visible to this model, that unit is being healed by this model's reanimation beam. While a unit is being healed by a reanimation beam, add 1 to Reanimation Protocol rolls made for that unit. Each unit can only ever be healed by one reanimation beam at a time.

FACTION KEYWORDS: **NECRONS, CANOPTEK, <DYNASTY>**
KEYWORDS: **MONSTER, CANOPTEK REANIMATOR**

Canoptek Reanimators prowl the Necron lines, shooting out ethereal beams swarming with nanoscarabs. Necrons touched by these eerie lights stagger to their feet, resurrected, repaired and ready to fight again. Foes are less fortunate, wailing in agony as their atoms are torn apart and recombined in a hideous, gory fashion.

HEXMARK DESTROYER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Hexmark Destroyer	8"	3+	2+	5	5	5	4	10	3+

A Hexmark Destroyer is equipped with: 6 enmitic disintegrator pistols.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Enmitic disintegrator pistol	18"	Pistol 1	6	-1	1	-

ABILITIES

Living Metal, Command Protocols, Dimensional Translocation (pg 80-81)

Inescapable Death: Each time this model makes a ranged attack, you can ignore any or all hit roll and Ballistic Skill modifiers, and the target does not receive the benefits of cover against that attack. In addition, each time this model fires Overwatch, it scores hits on unmodified hit rolls of 2+, instead of 6.

Multi-threat Eliminator: Each time an enemy model is destroyed by a ranged attack made by this model's enmitic disintegrator pistols, after this model makes the rest of its attacks, it can shoot with one of its enmitic disintegrator pistols one additional time. These attacks cannot generate additional attacks.

Hardwired for Destruction: Each time this model makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: **NECRONS, DESTROYER CULT, <DYNASTY>**
KEYWORDS: **INFANTRY, CHARACTER, HYPERSPACE HUNTER, HEXMARK DESTROYER**

Hexmark Destroyers were once Deathmarks. Bursting from their dimensional oubliettes like ambush predators, these hunchbacked monsters unleash inescapable hails of enmitic fire. Independent ocular targeting and optimised firing patterns leave their prey with no escape.

Incapable of disloyalty and clad in forms as resilient and resplendent as their masters', Lychguard are the ultimate protectors. Whether reaping the foe with warscythes or advancing with dispersion shields locked and hyperphase swords thrumming, at close quarters these bodyguards are nigh on unstoppable.

LYCHGUARD

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-10	Lychguard	5"	3+	3+	5	5	2	3	10	3+

If this unit contains 6 or more models, it has **Power Rating 14**. Every model is equipped with: warscythe.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hyperphase sword	Melee	Melee	+1	-3	1	-
Warscythe	Melee	Melee	+2	-4	2	-

OTHER WARGEAR	ABILITIES
Dispersion shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

WARGEAR OPTIONS

- All of the models in the unit can have their warscythe replaced with 1 hyperphase sword and 1 dispersion shield each.

ABILITIES

Living Metal, Reanimation Protocols, Command Protocols (pg 80-81)

Guardian Protocols (Aura): While a friendly **<Dynasty> Infantry Noble** or **Dynastic Agent Infantry Noble** unit is within 3" of this unit, enemy units cannot target that unit with ranged weapons.

FACTION KEYWORDS: **Necrons, <Dynasty>**
KEYWORDS: **Infantry, Core, Lychguard**

No target can evade the Deathmarks. Watching from dimensional oubliettes, these expert snipers track enemy movements, communications and even teleport signatures before striking. They do so in a blaze of synaptic disintegrator fire that shreds not only their victims' bodies, but also their very minds.

DEATHMARKS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-10	Deathmark	5"	3+	2+	4	5	1	1	10	3+

If this unit contains 6 or more models, it has **Power Rating 8**. Every model is equipped with: synaptic disintegrator.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Synaptic disintegrator	36"	Heavy 1	5	-2	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

ABILITIES

Reanimation Protocols, Command Protocols, Dimensional Translocation (pg 80-81)

FACTION KEYWORDS: **Necrons, <Dynasty>**
KEYWORDS: **Infantry, Core, Hyperspace Hunter, Deathmarks**

FLAYED ONES

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-20	Flayed One	5"	3+	6+	4	4	1	3	10	4+

If this unit contains between 6 and 10 models, it has **Power Rating 6**. If this unit contains between 11 and 15 models, it has **Power Rating 9**. If this unit contains 16 or more models, it has **Power Rating 12**. Every model is equipped with: flayer claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flayer claws	Melee	Melee	User	-1	1	-

ABILITIES

Reanimation Protocols, Command Protocols, Dimensional Translocation (pg 80-81)

Flesh Hunger: Each time a model in this unit makes a melee attack against an enemy non-**VEHICLE** unit, an unmodified hit roll of 6 scores 1 additional hit.

Terrifying Foes (Aura): While an enemy unit is within 3" of this unit, subtract 2 from the Leadership characteristic of models in that unit.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **INFANTRY, FLAYED ONES**

Flayed Ones keen shrill hunting cries as they fall upon the foe, talons flashing. Infected with the gruesome flayer virus, the Flayed Ones attempt to gorge themselves upon the flesh and blood of their butchered foes, gore drizzling through their mechanical forms as they seek to slake a thirst they can never quench.

CRYPTOTHRALLS

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2	Cryptothrall	5"	4+	4+	5	5	2	3	10	3+

Every model is equipped with: scouring eye; scythed limbs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Scouring eye	12"	Pistol 2	5	-2	1	-
Scythed limbs	Melee	Melee	User	-1	1	-

ABILITIES

Living Metal, Reanimation Protocols, Command Protocols (pg 80-81)

Bound Creation: If your army is Battle-forged, then for each **CRYPTEK** unit included in a Detachment, one **CRYPTOTHRALLS** unit can be included in that Detachment without taking up a Battlefield Role slot.

Protectors (Aura): While a friendly **CRYPTEK** unit is within 3" of this unit, enemy units cannot target that **CRYPTEK** unit with ranged weapons.

Systematic Vigour: While this unit is within 6" of any friendly **CRYPTEK** units, models in this unit have a Weapon Skill and Ballistic Skill characteristic of 3+ and an Attacks characteristic of 6.

FACTION KEYWORDS: **NECRONS, CANOPTEK, <DYNASTY>**
KEYWORDS: **INFANTRY, CRYPTOTHRALLS**

Some Crypteks are accompanied by bound Cryptothralls that act as slaves and bodyguards. These hunched and sinister beings are not truly sentient, but are rather construct creatures enslaved to the Cryptek's will and engrammatically compelled to protect their master with their living-metal bodies and fierce, short-ranged weaponry.

Skorpekh Destroyers favour overwhelming close-quarters violence to slaughter their victims. Though ungainly off the battlefield, in combat their tripod limbs allow them to pass through enemy lines in a madcap pirouette of slashing hyperphase blades, nigh on impossible to evade or parry.

SKORPEKH DESTROYERS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Skorpekh Destroyer	8"	3+	3+	5	5	3	3	10	3+

If this unit contains 4 or more models, it has **Power Rating 10**. For every 3 models in this unit, one model is equipped with: hyperphase reap-blade. Every other model is equipped with: hyperphase threshers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hyperphase reap-blade	Melee	Melee	+2	-4	3	-
Hyperphase threshers	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon.

ABILITIES

Living Metal, Reanimation Protocols, Command Protocols (pg 80-81)

Hardwired for Destruction: Each time a model in this unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: **NECRONS, DESTROYER CULT, <DYNASTY>**
KEYWORDS: **INFANTRY, SKORPEKH DESTROYERS**

Canoptek Plasmacytes use their monomolecular proboscis to inject an infectious, sentient energy into the deranged members of the Destroyer Cults. This hateful substance – as dangerous as it is powerful – heightens their nihilistic insanity and drives their mindless annihilation to new heights.

CANOPTEK PLASMACYTE

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Canoptek Plasmacyte	8"	4+	4+	4	5	1	1	10	4+

A Canoptek Plasmacyte is equipped with: monomolecular proboscis.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Monomolecular proboscis	Melee	Melee	User	-1	1	-

ABILITIES

Dimensional Translocation, Command Protocols (pg 80-81)

Viral Construct: If your army is Battle-forged, then for each **<DYNASTY> DESTROYER CULT** unit included in a Detachment, one **<DYNASTY> CANOPTEK PLASMACYTE** unit can be included in that Detachment without taking up a Battlefield Role slot. You cannot include more **<DYNASTY> CANOPTEK PLASMACYTE** units in a Detachment than there are **<DYNASTY> DESTROYER CULT** units in that Detachment.

Evasion Protocol: While this model is within 3" of a friendly **<DYNASTY> DESTROYER CULT** unit, enemy models cannot target this model with ranged weapons unless it is the closest eligible target. In addition, this unit cannot perform actions.

Recall Protocol: In the Unit Coherency Checks step of the Morale phase, if this model is not within 6" of any friendly **<DYNASTY> DESTROYER CULT** units, this model is destroyed.

Infused Madness: Once per turn, at the start of either your Charge phase or the Fight phase, you can select one friendly **<DYNASTY> DESTROYER CULT** unit within 3" of this model. If you do, roll one D6: on a 1, one model in that unit is destroyed. Regardless of the result, until the end of the turn, add 1 to the Strength and Attacks characteristics of models in that unit. Each unit can only be selected for this ability once per turn.

FACTION KEYWORDS: **NECRONS, CANOPTEK, <DYNASTY>**
KEYWORDS: **BEAST, FLY, CANOPTEK PLASMACYTE**

TRIARCH STALKER

7 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Triarch Stalker (7+ wounds remaining)	10"	3+	3+	7	6	12	3	10	3+
	Triarch Stalker (4-6 wounds remaining)	8"	4+	4+	7	6	N/A	3	10	3+
	Triarch Stalker (1-3 wounds remaining)	6"	5+	5+	7	6	N/A	3	10	3+

A Triarch Stalker is equipped with: heat ray; Stalker's forelimbs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heat ray	Before selecting targets, select one of the profiles below to make attacks with.					
- Dispersed	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
- Focused	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Particle shredder	24"	Heavy 8	6	-1	2	-
Twin heavy gauss cannon	30"	Heavy 6	7	-3	D3	-
Stalker's forelimbs	Melee	Melee	User	-2	3	-

WARGEAR OPTIONS

- This model's heat ray can be replaced with one of the following: 1 particle shredder; 1 twin heavy gauss cannon.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

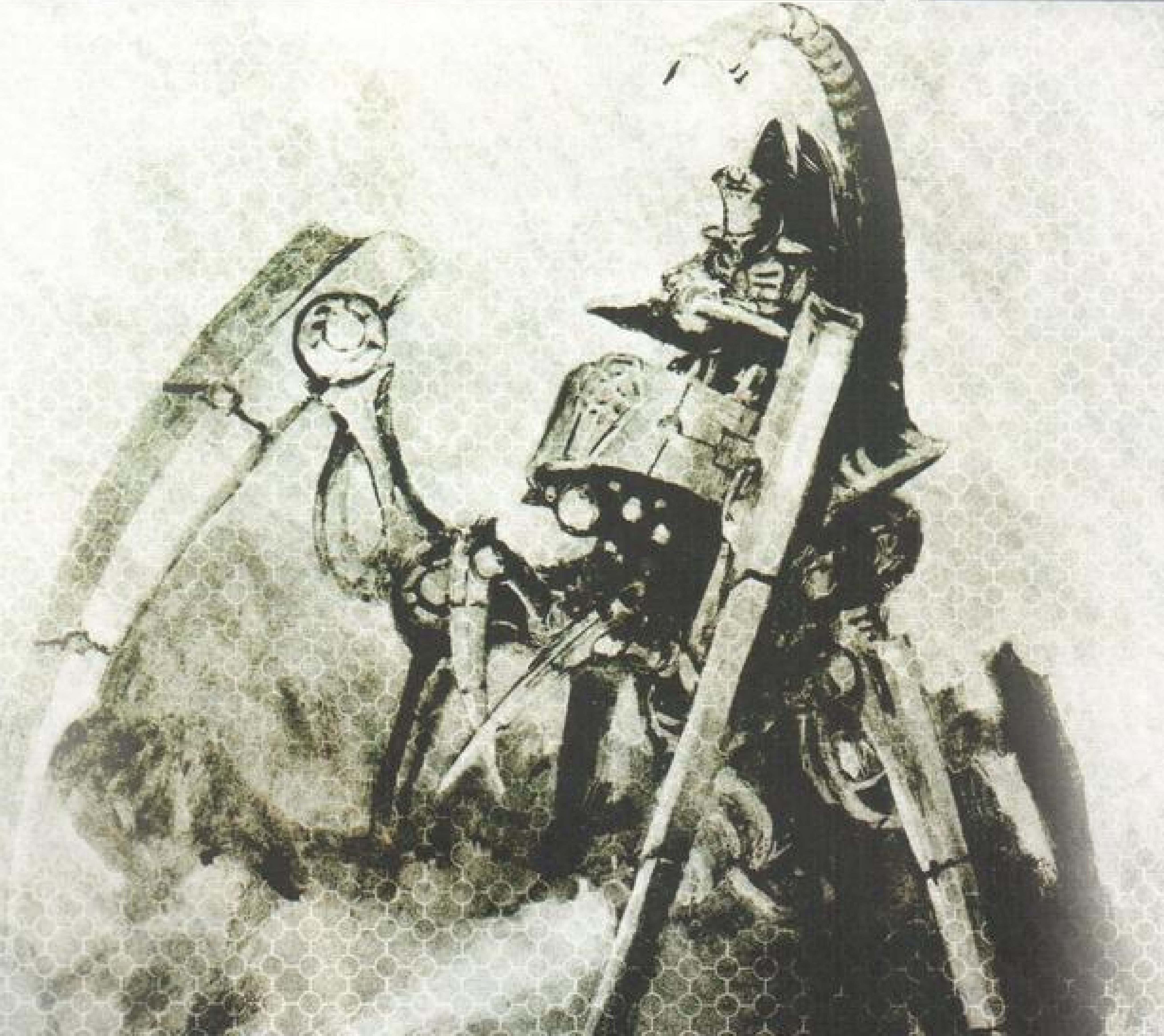
Quantum Shielding: This model has a 5+ invulnerable save. In addition, each time an attack is made against this model, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the attacker may have.

Targeting Relay: Each time this model makes a ranged attack against an enemy unit, if a hit is scored, until the end of the phase, each time another friendly **NECRONS** model makes a ranged attack against that enemy unit, re-roll a hit roll of 1.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **NECRONS**
KEYWORDS: **VEHICLE, DYNASTIC AGENT, TRIARCH, TRIARCH STALKER**

Triarch Stalkers are agile combat walkers whose heavy firepower makes them excellent tank-hunters and anti-infantry assault units both. As though quantum shielded and focused blasts of energy and flame were not enough, they can also augment the targeting of nearby Necron forces to further punish the foe.



Mephet'ran the Deceiver was ever the most duplicitous of his monstrous brood. Even shattered and bound within a restraining necrodermis, each shard of the Deceiver still radiates a potent blend of deadly truths and bewildering lies against which the fallible senses of mortal beings possess no defence.

C'TAN SHARD OF THE DECEIVER 18 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	C'tan Shard of the Deceiver	8"	2+	2+	6	7	9	5	10	4+

The C'tan Shard of the Deceiver is equipped with: golden fists. Your army can only include one **C'tan Shard of the Deceiver** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Golden fists	Melee	Melee	User	-3	3	-

ABILITIES

Living Metal, Dimensional Translocation (pg 80)

Grand Illusion: At the start of the first battle round, you can select up to three friendly **Necrons** units. Remove those units from the battlefield, then set them up anywhere on the battlefield that is wholly within your deployment zone. If the mission you are playing uses the Strategic Reserves rules, you can place any of those units into Strategic Reserves instead.

Enslaved Star God: This model can never have a Relic or a Warlord Trait. In addition, enemy models can ignore the Look Out, Sir rule when selecting this model as the target of a ranged attack.

Misdirection: Each time an attack is made against this model, subtract 1 from the hit roll.

Necrodermis: This model has a 4+ invulnerable save. In addition, this model cannot lose more than 3 wounds in the same phase. Any wounds that would be lost after that point are not lost.

Reality Unravels: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit within 6" suffers D3 mortal wounds.

POWERS OF THE C'TAN

This model knows the Cosmic Insanity C'tan Power and one other C'tan Power selected from the Powers of the C'tan (pg 68). At the end of your Movement phase, if this model did not Advance or Fall Back that phase, it can use two of the C'tan Powers it knows. It cannot use the same C'tan Power more than once per turn.

FACTION KEYWORDS: **Necrons**

KEYWORDS: **Monster, Character, Fly, C'tan Shard, C'tan Shard of the Deceiver**

The very essence of life bleeds away when exposed to a Shard of the C'tan known as the Nightbringer. Aza'gorod he was, the Inevitable Blade; his spectral form, cowl of shadows and flashing scythe are said to have spawned countless avatars of death in the legends of primitive cultures the entire galaxy over.

C'TAN SHARD OF THE NIGHTBRINGER 18 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	C'tan Shard of the Nightbringer	8"	2+	2+	7	7	9	6	10	4+

The C'tan Shard of the Nightbringer is equipped with: Scythe of the Nightbringer. Your army can only include one **C'tan Shard of the Nightbringer** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Scythe of the Nightbringer	Before selecting targets, select one of the profiles below to make attacks with.					
- Reaping sweep	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
- Entropic blow	Melee	Melee	x2	-4	D6	Each time an attack is made with this weapon profile, invulnerable saving throws cannot be made against that attack.

ABILITIES

Living Metal (pg 80)

Necrodermis: This model has a 4+ invulnerable save. In addition, this model cannot lose more than 3 wounds in the same phase. Any wounds that would be lost after that point are not lost.

Enslaved Star God: This model can never have a Relic or a Warlord Trait. In addition, enemy models can ignore the Look Out, Sir rule when selecting this model as the target of a ranged attack.

Reality Unravels: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit within 6" suffers D3 mortal wounds.

Drain Life: Each time this model makes a melee attack that is allocated to an enemy model, that enemy model cannot use any rules to ignore the wounds it loses.

POWERS OF THE C'TAN

This model knows the Gaze of Death C'tan Power and one other C'tan Power from the Powers of the C'tan (pg 68). At the end of your Movement phase, if this model did not Advance or Fall Back that phase, it can use two of the C'tan Powers it knows. It cannot use the same C'tan Power more than once per turn.

FACTION KEYWORDS: **Necrons**

KEYWORDS: **Monster, Character, Fly, C'tan Shard, C'tan Shard of the Nightbringer**

C'TAN SHARD OF THE VOID DRAGON 18 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	C'tan Shard of the Void Dragon	8"	2+	2+	6	7	9	5	10	3+

The C'tan Shard of the Void Dragon is equipped with: Spear of the Void Dragon; Canoptek tail blades. Your army can only include one **C'TAN SHARD OF THE VOID DRAGON** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Spear of the Void Dragon (shooting)	12"	Heavy 1	9	-4	D6	Each time an attack is made with this weapon, if a hit is scored, draw a straight line between the closest point of this model's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over. Each time an attack made with this weapon is allocated to a **VEHICLE** model, that attack has a Damage characteristic of D3+3.
Canoptek tail blades	Melee	Melee	User	-2	1	Each time the bearer fights, it makes D6 additional attacks with this weapon.
Spear of the Void Dragon (melee)	Melee	Melee	+3	-4	D6	Each time an attack made with this weapon is allocated to a **VEHICLE** model, that attack has a Damage characteristic of D3+3.

ABILITIES

Living Metal (pg 80)

Necrodermis: This model has a 4+ invulnerable save. In addition, this model cannot lose more than 3 wounds in the same phase. Any wounds that would be lost after that point are not lost.

Enslaved Star God: This model can never have a Relic or a Warlord Trait. In addition, enemy models can ignore the Look Out, Sir rule when selecting this model as the target of a ranged attack.

Reality Unravels: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit within 6" suffers D3 mortal wounds.

Matter Absorption: At the end of each phase, roll one D6 for each enemy **VEHICLE** model destroyed as a result of an attack made by this model or a C'tan Power used by this model that phase: for each 2+, this model regains 1 lost wound (to a maximum of 3 regained wounds per phase).

POWERS OF THE C'TAN

This model knows the Voltaic Storm C'tan Power and one other C'tan Power from the Powers of the C'tan (pg 68). At the end of your Movement phase, if this model did not Advance or Fall Back that phase, it can use two of the C'tan Powers it knows. It cannot use the same C'tan Power more than once per turn.

FACTION KEYWORDS: **NECRONS**
KEYWORDS: **MONSTER, CHARACTER, FLY, C'TAN SHARD, C'TAN SHARD OF THE VOID DRAGON**

Shards of the Void Dragon fill the air around them with a searing scream of distorted static. With a gesture they can unmake the war engines of the lesser races, dragging the resultant disintegrating matter into themselves like the gravity well of a black hole and using it to replenish their own, ever flickering forms.

Shards of the C'tan serve the Necrons as enslaved living weapons. Greatest amongst them are the Transcendent C'tan, whose fury and power are so terrifying that they must be trammelled using the full might of Necron technology. When their cosmic powers are unleashed, reality itself is torn asunder.

TRANSCENDENT C'TAN

14 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Transcendent C'tan	8"	2+	2+	6	7	9	5	10	4+

A Transcendent C'tan is equipped with: crackling tendrils.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crackling tendrils	Melee	Melee	User	-4	D6	-

ABILITIES

Living Metal (pg 80)

Necrodermis: This model has a 4+ invulnerable save. In addition, this model cannot lose more than 3 wounds in the same phase. Any wounds that would be lost after that point are not lost.

Enslaved Star God: This model can never have a Relic or a Warlord Trait. In addition, enemy models can ignore the Look Out, Sir rule when selecting this model as the target of a ranged attack.

Reality Unravels: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit within 6" suffers D3 mortal wounds.

Fractured Personality: Before the battle, select one of the abilities in the table to the right for this model to have for the duration of the battle. Alternatively, you can randomly determine two abilities from the table for this model to have by rolling two D6 and looking up the result (if a double is rolled, roll both dice again until two different results are rolled).

D6	Ability
1	**Cosmic Tyrant:** At the end of your Movement phase, if this model has not Advanced or Fallen Back that phase, it can use one additional C'tan Power that it knows. It cannot use the same C'tan Power more than once per turn.
2	**Immune to Natural Law:** Each time an attack is made against this model, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the attacker may have.
3	**Sentient Necrodermis:** This model has a Save characteristic of 3+.
4	**Transdimensional Displacement:** This model gains the Dimensional Translocation ability (pg 80).
5	**Untamed Power:** This model has an Attacks characteristic of 6 and a Strength characteristic of 7.
6	**Writhing Worldscape:** At the start of your Movement phase, roll one D6 for each enemy unit within Engagement range of this model: on a 4+, that unit suffers 1 mortal wound. In addition, each time a unit declares a charge against this model, until the end of the phase, subtract 2 from charge rolls made for that unit.

POWERS OF THE C'TAN

This model knows two C'tan Powers from the Powers of the C'tan (pg 68). At the end of your Movement phase, if this model did not Advance or Fall Back that phase, it can use one of the C'tan Powers it knows.

FACTION KEYWORDS: **NECRONS**
KEYWORDS: **MONSTER, CHARACTER, FLY, C'TAN SHARD, TRANSCENDENT C'TAN**

CANOPTEK SPYDERS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Canoptek Spyder	6"	4+	4+	6	6	6	5	10	3+

If this unit contains 2 models, it has **Power Rating 8.** If this unit contains 3 models, it has **Power Rating 12.** Every model is equipped with: automaton claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Particle beamer	18"	Assault 6	5	0	1	-
Automaton claws	Melee	Melee	+2	-3	2	-

OTHER WARGEAR	ABILITIES
Fabricator claw array	At the end of your Movement phase, the bearer can repair one friendly **<DYNASTY> VEHICLE** model within 3" of it. That model regains up to D3 lost wounds. Each model can only be repaired once per turn.
Gloom prism	In your opponent's Psychic phase, the bearer's unit can attempt to deny one psychic power as if it were a **PSYKER**.

WARGEAR OPTIONS

- Any number of models can each be equipped with 2 particle beamers.
- Any number of models can each be equipped with 1 fabricator claw array.
- Any number of models can each be equipped with 1 gloom prism.

ABILITIES

Living Metal, Reanimation Protocols, Command Protocols (pg 80-81)

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

Scarab Hive: In your Command phase, one destroyed model from each friendly **<DYNASTY> CANOPTEK SCARAB SWARM** unit within 6" of this unit is Reanimated (pg 80). Each unit can only be affected by this ability once per phase.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **MONSTER, FLY, CANOPTEK, CANOPTEK SPYDERS**

Canoptek Spyders are formidable control-and-repair constructs, augmented with battlefield support systems. Whether blasting enemies with particle beamers, warding off empyric energies with gloom prisms or fabricating and unleashing fresh waves of Canoptek Scarabs, they are a force to be reckoned with.

CANOPTEK SCARAB SWARMS

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-9	Canoptek Scarab Swarm	10"	4+	-	3	3	4	4	10	6+

If this unit contains between 4 and 6 models, it has **Power Rating 4.** If this unit contains 7 or more models, it has **Power Rating 6.** Every model is equipped with: feeder mandibles.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Feeder mandibles	Melee	Melee	User	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.

ABILITIES

Living Metal, Reanimation Protocols, Command Protocols (pg 80-81)

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **SWARM, FLY, CANOPTEK, CANOPTEK SCARAB SWARMS**

Canoptek Scarabs attack in skimming swarms. They descend upon the enemy with high-pitched chitters before breaking infantry and tanks alike down into raw energy with their feeder mandibles. Often attacking as the first wave of a Necron assault, these mechanical insectoids spread fear and destruction.

Repugnant to other Necrons, Ophydian Destroyers echo elements of servile Canoptek Wraiths and reviled Flayed Ones in their murder-optimised bodies. Tunnelling through solid ferrocrete with frenzied violence and flickers of dimensional displacement, they burst into view to ambush, hack and rend their prey apart.

OPHYDIAN DESTROYERS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Ophydian Destroyer	10"	3+	3+	4	4	3	3	10	4+

If this unit contains 4 or more models, it has **Power Rating 10**. For every 3 models in this unit, one model is equipped with: 2 hyperphase reap-blades; ophydian claws. Every other model is equipped with: hyperphase threshers; ophydian claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hyperphase reap-blade	Melee	Melee	+2	-4	3	-
Hyperphase threshers	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon.
Ophydian claws	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.

ABILITIES

Living Metal, Reanimation Protocols, Command Protocols (pg 80-81)

Hardwired for Destruction: Each time a model in this unit makes an attack, re-roll a hit roll of 1.

Hyperphase Reap-blades: Each time a model in this unit makes an attack with a hyperphase reap-blade, an unmodified hit roll of 6 scores 1 additional hit.

Whipcoil Bodies: Each time a melee attack is made against this unit, subtract 1 from that attack's hit roll.

Tunnelling Horrors: During deployment, you can set up this unit underground instead of setting it up on the battlefield. If you do, then during the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **INFANTRY, DESTROYER CULT, OPHYDIAN DESTROYERS**

Tomb Blades are fast assault skimmers whose spiralling attack patterns are based on fractal hyperlogic. They are well-armed, often afforded extra protection by the addition of darkness-generating shadowlooms or armoured shieldvanes. Others employ nebuloscopes to target the foe through even solid fortifications.

TOMB BLADES

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-9	Tomb Blade	14"	3+	3+	4	5	2	1	10	4+

If this unit contains between 4 and 6 models, it has **Power Rating 8**. If this unit contains 7 or more models, it has **Power Rating 12**. Every model is equipped with: twin gauss blaster.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Particle beamer	18"	Assault 6	5	0	1	-
Twin gauss blaster	30"	Rapid Fire 2	5	-2	1	-
Twin tesla carbine	24"	Assault 4	5	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.

OTHER WARGEAR	ABILITIES
Nebuloscope	Each time the bearer makes a ranged attack, the target does not receive the benefits of cover against that attack.
Shadowloom	The bearer has a 5+ invulnerable save.
Shieldvanes	The bearer has a Save characteristic of 3+.

WARGEAR OPTIONS

- Any number of models can each have their twin gauss blasters replaced with one of the following: 1 particle beamer; 1 twin tesla carbine.
- Any number of models can each be equipped with shieldvanes.
- Any number of models can each be equipped with one of the following: 1 nebuloscope; 1 shadowloom.

ABILITIES

Living Metal, Reanimation Protocols, Command Protocols (pg 80-81)

Evasion Engrams: Each time a ranged attack is made against this unit, subtract 1 from that attack's hit roll.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **BIKER, FLY, CORE, TOMB BLADES**

TRIARCH PRAETORIANS

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-10	Triarch Praetorian	10"	3+	3+	5	5	2	3	10	3+

If this unit contains 6 or more models, it has **Power Rating 12**. Every model is equipped with: rod of covenant.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Particle caster	12"	Pistol 2	6	0	1	-
Rod of covenant (shooting)	12"	Assault 1	5	-3	2	-
Rod of covenant (melee)	Melee	Melee	User	-3	2	-
Voidblade	Melee	Melee	User	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- All of the models in the unit can have their rod of covenant replaced with 1 particle caster and 1 voidblade each.

ABILITIES

Living Metal, Reanimation Protocols, Command Protocols (pg 80-81)

FACTION KEYWORDS: **NECRONS**
KEYWORDS: **INFANTRY, FLY, DYNASTIC AGENT, TRIARCH, TRIARCH PRAETORIANS**

Triarch Praetorians fight tirelessly to uphold the ancient dynastic codes of their race. Whether blasting the foe with antimatter particles, impaling them on their flickering voidblades or immolating them with their rods of covenant, the Praetorians' gravity displacement packs and combat prowess make them truly deadly.

CANOPTEK WRAITHS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Canoptek Wraith	12"	4+	4+	4	5	3	4	10	3+

If this unit contains 4 or more models, it has **Power Rating 10**. Every model is equipped with: vicious claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Particle caster	12"	Pistol 2	6	0	1	-
Transdimensional beamer	12"	Assault 1	4	-3	3	-
Vicious claws	Melee	Melee	+2	-2	2	-
Whip coils	Melee	Melee	User	-1	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.

WARGEAR OPTIONS

- Any number of models can each be equipped with one of the following: 1 particle caster; 1 transdimensional beamer.
- Any number of models can each have their vicious claws replaced with whip coils.

ABILITIES

Living Metal, Reanimation Protocols, Command Protocols (pg 80-81)

Slinking Strike: This unit is eligible to shoot and declare a charge with in a turn in which it Fell Back.

Wraith Form: Models in this unit have a 4+ invulnerable save. In addition, each time this unit makes a Normal Move, Advances, Falls Back or it makes a charge move, until that move is finished, models in this unit can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base).

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **BEASTS, CANOPTEK, CANOPTEK WRAITHS**

These constructs serve as the eyes and ears of their masters while tomb worlds slumber, and as spectral assassins once their armies march out to war. Their dimensional destabilisation matrices allow them to phase in and out of reality, passing through solid objects and sliding their talons through armour, flesh and bone.

ANNIHILATION BARGE

6 POWER

Slow moving but deadly, Annihilation Barges serve as anti-infantry fire support platforms. They are often deployed to watch over important strategic locations, gliding serenely into position upon a cushion of repulsion energies before unleashing furious storms of eldritch lightning from their massive cannons.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Annihilation Barge	12"	6+	3+	5	6	8	3	10	3+

An Annihilation Barge is equipped with: gauss cannon; twin tesla destructor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauss cannon	24"	Heavy 3	6	-3	D3	-
Tesla cannon	30"	Heavy 3	6	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.
Twin tesla destructor	36"	Heavy 10	7	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.

WARGEAR OPTIONS

- This model's gauss cannon can be replaced with 1 tesla cannon.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Quantum Shielding: This model has a 5+ invulnerable save. In addition, each time an attack is made against this model, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the attacker may have.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

Hovering: Distances are measured to and from either this model's hull or its base, whichever is the closest.

FACTION KEYWORDS: **Necrons, <Dynasty>**
KEYWORDS: **Vehicle, Quantum Shielding, Fly, Annihilation Barge**

DOOMSDAY ARK

10 POWER

The Doomsday Ark is a direct-fire plasma artillery piece so powerful that it can threaten even the super-heavy war engines of the lesser races. This vehicle is solely dedicated to overwhelming long-ranged firepower, even diverting energy from its motive functions in order to unleash absolute obliteration upon the foe.

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Doomsday Ark (8+ wounds remaining)	12"	6+	3+	6	6	14	3	10	3+
	Doomsday Ark (4-7 wounds remaining)	8"	6+	4+	6	6	N/A	D3	10	3+
	Doomsday Ark (1-3 wounds remaining)	4"	6+	5+	6	6	N/A	1	10	3+

A Doomsday Ark is equipped with: doomsday cannon; 2 gauss flayer arrays.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Doomsday cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Low power	36"	Heavy D6	8	-2	D3	Blast
- High power	72"	Heavy D6	10	-5	D6	Blast. The bearer can only make attacks with this profile if it Remained Stationary during its previous Movement phase.
Gauss flayer array	24"	Rapid Fire 5	4	-1	1	-

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Hovering: Distances are measured to and from either this model's hull or its base, whichever is the closest.

Quantum Shielding: This model has a 5+ invulnerable save. In addition, each time an attack is made against this model, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the attacker may have.

FACTION KEYWORDS: **Necrons, <Dynasty>**
KEYWORDS: **Vehicle, Quantum Shielding, Fly, Doomsday Ark**

LOKHUST DESTROYERS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-6	Lokhust Destroyer	8"	3+	3+	4	5	3	2	10	3+
0-1	Lokhust Heavy Destroyer	8"	3+	3+	4	5	4	2	10	3+

Increase this unit's **Power Rating** by **+3** for every additional Lokhust Destroyer it includes. Increase this unit's **Power Rating** by **+4** if it includes a Lokhust Heavy Destroyer model. Every Lokhust Destroyer is equipped with: gauss cannon. A Lokhust Heavy Destroyer is equipped with: gauss destructor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Enmitic exterminator	36"	Heavy 3D3	7	-1	1	Blast.
Gauss cannon	24"	Heavy 3	6	-3	D3	-
Gauss destructor	36"	Heavy 1	10	-4	3D3	-

WARGEAR OPTIONS

- The Lokhust Heavy Destroyer's gauss destructor can be replaced with 1 enmitic exterminator.

ABILITIES

Living Metal, Reanimation Protocols, Command Protocols (pg 80-81)

Repulsor Platform: Models in this unit do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved.

Hardwired for Destruction: Each time a model in this unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS (Lokhust Destroyers): **INFANTRY, FLY, DESTROYER CULT, LOKHUST DESTROYERS**
KEYWORDS (Lokhust Heavy Destroyer): **INFANTRY, FLY, DESTROYER CULT, LOKHUST HEAVY DESTROYER**

Lokhust Destroyers rely on speed and firepower to annihilate any life they encounter. Their repulsor-sled bodies and augmented kinetic compensators ensure they can fire on the move without reduction in efficiency, and their speed allows them to run even the swiftest prey to ground.

LOKHUST HEAVY DESTROYERS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Lokhust Heavy Destroyer	8"	3+	3+	4	5	4	2	10	3+

If this unit contains 2 models, it has **Power Rating 8.** If this unit contains 3 models, it has **Power Rating 12.** Every model is equipped with: gauss destructor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Enmitic exterminator	36"	Heavy 3D3	7	-1	1	Blast.
Gauss destructor	36"	Heavy 1	10	-4	3D3	-

WARGEAR OPTIONS

- Any number of models can each have their gauss destructor replaced with 1 enmitic exterminator.

ABILITIES

Living Metal, Reanimation Protocols, Command Protocols (pg 80-81)

Repulsor Platform: Models in this unit do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved.

Hardwired for Destruction: Each time a model in this unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **INFANTRY, FLY, DESTROYER CULT, LOKHUST HEAVY DESTROYERS**

The Destroyer Cults think nothing of sacrificing their physical forms to optimise themselves for slaughter. Lokhust Heavy Destroyers skim to battle upon repulsor-sled bodies, their upper limbs bound into gauss destructors or enmitic exterminators with which they decimate their foes with devastating blasts from afar.

Canoptek Doomstalkers stride with eerie grace. Whether prowling their masters' armouries as tireless sentinels or providing mobile fire support to the Necron legions, the Doomstalkers annihilate all those who dare stand against them with searing blasts from their doomsday blasters.

CANOPTEK DOOMSTALKER

7 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Canoptek Doomstalker (7+ wounds remaining)	10"	4+	4+	6	6	12	3	10	3+
	Canoptek Doomstalker (4-6 wounds remaining)	8"	5+	4+	6	6	N/A	2	10	3+
	Canoptek Doomstalker (1-3 wounds remaining)	6"	6+	4+	6	6	N/A	1	10	3+

A Canoptek Doomstalker is equipped with: doomsday blaster; twin gauss flayer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Doomsday blaster	Before selecting targets, select one of the profiles below to make attacks with.					
- Low power	24"	Heavy D6	8	-2	D3	Blast.
- High power	48"	Heavy D6	10	-5	D6	Blast. The bearer can only make attacks with this profile if it Remained Stationary during its previous Movement phase.
Twin gauss flayer	24"	Rapid Fire 2	4	-1	1	-

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Containment Field: This model has a 4+ invulnerable save.

Sentinel Construct: Each time an enemy unit declares a charge against a friendly **<DYNASTY>** or **DYNASTIC AGENT** unit within 6" of this model, unless this model is within Engagement Range of any enemy models, this model can fire Overwatch at the charging unit as if it were also a target of that charge (this is in addition to any other units that are firing Overwatch). Each time this model fires Overwatch, it makes attacks with its doomsday blaster using the high power profile.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **MONSTER, CANOPTEK, CANOPTEK DOOMSTALKER**

Ghost Arks are repair barges that glide amidst the ranks of the Necron legions, gathering up and repairing those androids too wrecked to reconstruct themselves and keep fighting. These vehicles are often pressed into service as armoured transports, advancing to disgorge fresh waves of fully-repaired Necrons directly into the fight.

GHOST ARK

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ghost Ark (8+ wounds remaining)	12"	6+	3+	6	6	14	3	10	3+
	Ghost Ark (4-7 wounds remaining)	8"	6+	4+	6	6	N/A	D3	10	3+
	Ghost Ark (1-3 wounds remaining)	4"	6+	5+	6	6	N/A	1	10	3+

A Ghost Ark is equipped with: 2 gauss flayer arrays.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauss flayer array	24"	Rapid Fire 5	4	-1	1	-

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Quantum Shielding: This model has a 5+ invulnerable save. In addition, each time an attack is made against this model, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the attacker may have.

Hovering: Distances are measured to and from either this model's hull or its base, whichever is the closest.

Repair Barge: In your Command phase, you can select one friendly **<DYNASTY> NECRON WARRIORS** unit within 6" of this model. If you do, up to D3 destroyed models from that unit Reanimate (pg 80). Each unit can only be selected for this ability once per phase.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 **<DYNASTY> NECRON WARRIORS** or **<DYNASTY> INFANTRY CHARACTER** models.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **VEHICLE, QUANTUM SHIELDING, TRANSPORT, FLY, GHOST ARK**

DOOM SCYTHE

10 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Doom Scythe (7+ wounds remaining)	20-50"	6+	3+	6	6	12	3	10	3+
	Doom Scythe (4-6 wounds remaining)	20-40"	6+	4+	6	6	N/A	D3	10	3+
	Doom Scythe (1-3 wounds remaining)	20-30"	6+	5+	6	6	N/A	1	10	3+

A Doom Scythe is equipped with: heavy death ray; twin tesla destructor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy death ray	36"	Heavy 3	12	-4	D3+3	-
Twin tesla destructor	36"	Heavy 10	7	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Supersonic: Each time this model makes a Normal move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Hard to Hit: Each time a ranged attack is made against this unit, subtract 1 from that attack's hit roll.

Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can **Fly**. You can only fight with this model if it is within Engagement Range of any enemy units that can **Fly**, and this model can only make melee attacks against units that can **Fly**. Enemy units can only make melee attacks against this model if they can **Fly**.

FACTION KEYWORDS: **Necrons, <Dynasty>**
KEYWORDS: **Vehicle, Aircraft, Fly, Doom Scythe**

The Doom Scythe is a terror weapon whose wailing engines evoke atavistic horror in the luckless foe. Their primary armament, the heavy death ray, is more frightening still, for wherever its searing energy beam carves through the enemy's ranks, it leaves nothing but blasted wreckage in its wake.

NIGHT SCYTHE

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Night Scythe (7+ wounds remaining)	20-50"	6+	3+	6	6	12	3	10	3+
	Night Scythe (4-6 wounds remaining)	20-40"	6+	4+	6	6	N/A	D3	10	3+
	Night Scythe (1-3 wounds remaining)	20-30"	6+	5+	6	6	N/A	1	10	3+

A Night Scythe is equipped with: twin tesla destructor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin tesla destructor	36"	Heavy 10	7	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Supersonic: Each time this model makes a Normal move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Airborne: You cannot declare a charge with this unit, and it can only be chosen as a target of a charge if the unit making the charge can **Fly**. You can only fight with this model if it is within Engagement Range of any enemy units that can **Fly**, and this model can only make melee attacks against units that can **Fly**. Enemy units can only make melee attacks against this model if they can **Fly**.

Hard to Hit: Each time a ranged attack is made against this unit, subtract 1 from that attack's hit roll.

TRANSPORT

This model has a transport capacity of 20 **<Dynasty> Core Infantry**, **<Dynasty> Infantry Character** or **Dynastic Agent Infantry** models.

FACTION KEYWORDS: **Necrons, <Dynasty>**
KEYWORDS: **Vehicle, Aircraft, Fly, Transport, Night Scythe**

Many Necron invasions begin with Night Scythes flitting through a world's void defences. Potent aerial fighters in their own right, Night Scythes also employ invasion beams to generate captive wormholes through which invading infantry can march direct from distant Necron tomb worlds to begin their conquests anew.

The Necron Obelisk is a slab-sided war engine designed to ensure air superiority. When enemy aircraft draw near, the Obelisk unleashes a powerful gravitic pulse that races out through the skies over the battlefield and swats the foe's fighters and airborne troops to the ground like luckless insects.

OBELISK

19 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Obelisk (15+ wounds remaining)	8"	6+	3+	8	8	28	6	10	2+
	Obelisk (8-14 wounds remaining)	6"	6+	4+	8	8	N/A	D6	10	2+
	Obelisk (1-7 wounds remaining)	4"	6+	5+	8	8	N/A	D3	10	2+

An Obelisk is equipped with: 4 tesla spheres.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tesla sphere	24"	Assault 4	7	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Death Descending: During deployment, you can set up this model in the upper atmosphere instead of placing it on the battlefield. If you do, then during the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

Hovering Sentinel: In your Movement phase, if this model Remains Stationary, then until the start of your next Movement phase, its tesla spheres have a Type of Assault 6, a Strength characteristic of 8 and a Damage characteristic of 2.

Hovering: Distances are measured to and from either this model's hull or its base, whichever is the closest.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Gravity Pulse: In your Shooting phase, you can select one enemy unit that can **FLY** and is within 24" of this model. Until the start of your next Shooting phase, halve the Move characteristic of models in that unit. If the selected unit is an **AIRCRAFT**, roll 2D6: for each point by which the total exceeds that unit's Toughness characteristic, that unit suffers 1 mortal wound. Each unit can only be selected for this ability once per phase.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **VEHICLE, TITANIC, FLY, OBELISK**

These super-heavy war engines channel the furious might of imprisoned Transcendent C'tan Shards, unleashing one unnatural phenomenon after another upon the foe. Yet should they ever be destroyed and the C'tan inside freed, the god-shard's wrath will be great indeed, and all should fear its rampage.

TESSERACT VAULT

25 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tesseract Vault (16+ wounds remaining)	8"	6+	3+	8	7	30	6	10	2+
	Tesseract Vault (9-15 wounds remaining)	6"	6+	4+	8	7	N/A	D6	10	2+
	Tesseract Vault (1-8 wounds remaining)	4"	6+	5+	8	7	N/A	D3	10	2+

A Tesseract Vault is equipped with: 4 tesla spheres.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tesla sphere	24"	Assault 4	7	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.

ABILITIES

Living Metal (pg 80)

Vengeance of the Enchained: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Transtemporal Force Field: This model has a 4+ invulnerable save.

Hovering: Distances are measured to and from either this model's hull or its base, whichever is the closest.

POWERS OF THE C'TAN

This model knows four C'tan Powers from the Powers of the C'tan (pg 68). At the end of your Movement phase, if this model did not Advance or Fall Back that phase, it can use a number of C'tan Powers it knows equal to the number in the table below. It cannot use the same C'tan Power more than once per turn.

Remaining Wounds	Powers of the C'tan
16+	3
9-15	2
1-8	1

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **VEHICLE, TITANIC, FLY, C'TAN SHARD, TESSERACT VAULT**

MONOLITH

19 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Monolith (13+ wounds remaining)	8"	6+	3+	8	8	24	6	10	2+
	Monolith (7-12 wounds remaining)	6"	6+	4+	8	8	N/A	D6	10	2+
	Monolith (1-6 wounds remaining)	4"	6+	5+	8	8	N/A	D3	10	2+

A Monolith is equipped with: 4 gauss flux arcs; particle whip; portal of exile.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Death ray	24"	Heavy 1	9	-3	D3+3	-
Gauss flux arc	30"	Rapid Fire 3	5	-2	1	-
Particle whip	36"	Heavy D6	12	-3	3	Blast
Portal of exile	Melee	Melee	User	-3	3	Each time an attack is made with this weapon, that attack automatically hits the target.

WARGEAR OPTIONS

- This model's 4 gauss flux arcs can be replaced with 4 death rays.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Death Descending: During deployment, you can set up this model in the upper atmosphere instead of placing it on the battlefield. If you do, then during the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

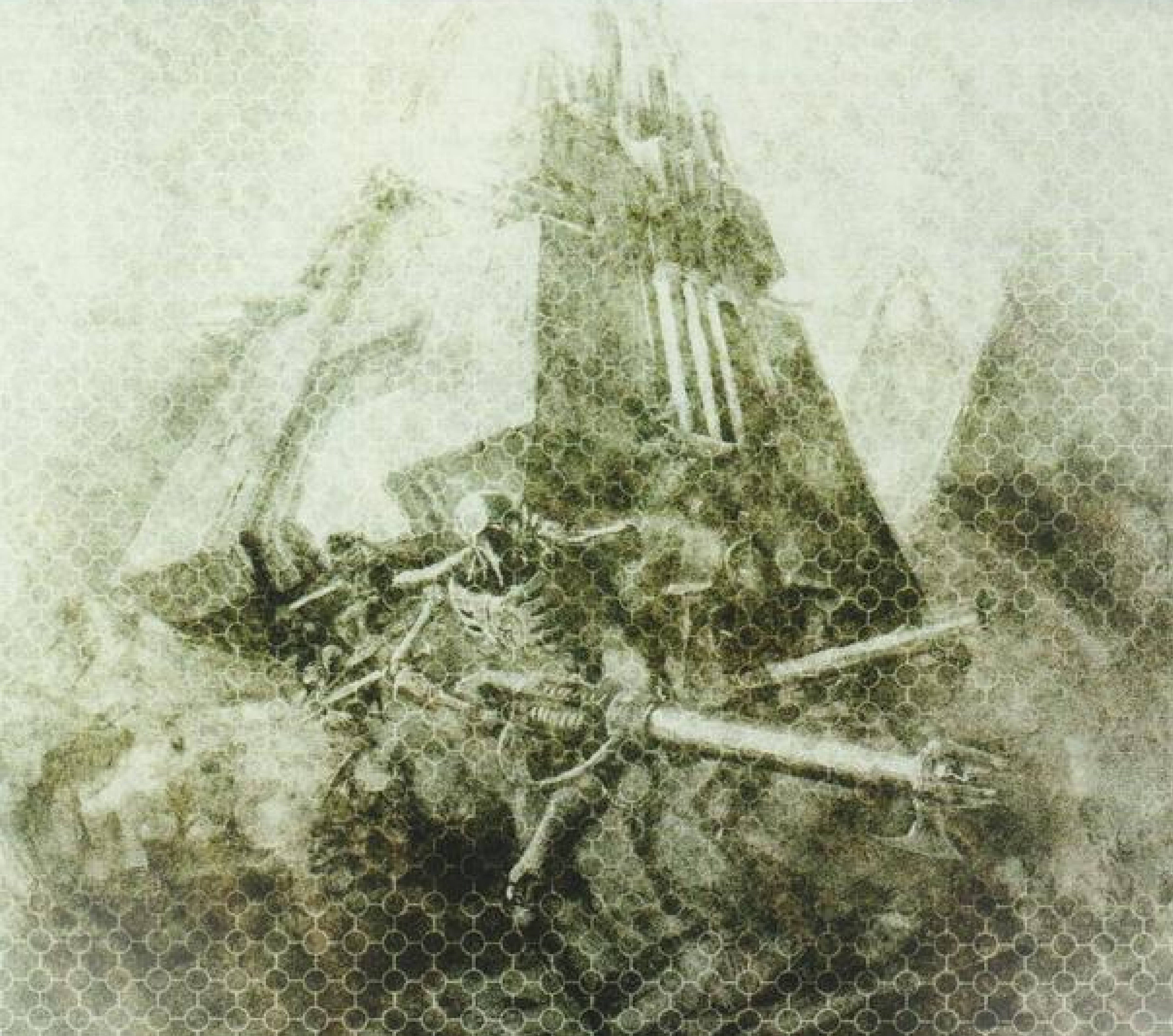
Hovering: Distances are measured to and from either this model's hull or its base, whichever is the closest.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Eternity Gate: In your Movement phase, if this model Remains Stationary, then in the Reinforcement step of that phase it can summon a unit. If it does, select one **<DYNASTY> CORE INFANTRY** unit from your army that is in Strategic Reserves: set up that unit anywhere on the battlefield that it is wholly within 3" of this model and not within Engagement Range of any enemy models. Models in units that are set up using this ability count as having moved a distance in inches equal to their Move characteristic in the Movement phase.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **VEHICLE, TITANIC, MONOLITH**

A Monolith is capable of skimming across the battlefield, or even descending from space. It can slaughter foes with its array of potent weapons, heal damage with the living metal of its hull and even teleport Necron reinforcements into battle through its shimmering eternity gate.



The Silent King rides to war aboard his dais of dominion, flanked by the phaerons of his Triarch and orbited by crackling noctilith menhirs. He unleashes god-like powers of annihilation upon his dismayed foes, even as his absolute authority radiates out to empower the Necron legions and drive them to inevitable victory.

THE SILENT KING

23 POWER

Some of Szarekh's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Szarekh (9+ wounds remaining)	8"	2+	2+	5	7	16	6	10	3+
	Szarekh (5-8 wounds remaining)	6"	2+	2+	5	7	N/A	4	10	3+
	Szarekh (1-4 wounds remaining)	4"	2+	2+	5	7	N/A	2	10	3+
2	Triarchal Menhir	8"	6+	2+	5	7	5	1	10	3+

Szarekh is equipped with: Sceptre of Eternal Glory; Staff of Stars; Scythe of Dust. Every Triarchal Menhir is equipped with: annihilator beam. Your army can only include one **THE SILENT KING** unit.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Annihilator beam	36"	Heavy 1	12	-4	6	-
Sceptre of Eternal Glory (shooting)	24"	Assault 3	8	-3	2	-
Staff of Stars (shooting)	24"	Assault 9	6	-2	1	-
Sceptre of Eternal Glory (melee)	Melee	Melee	+4	-3	2	-
Scythe of Dust	Melee	Melee	+3	-4	3	Each time the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.
Staff of Stars (melee)	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Noctilith Beacons: In your opponent's Psychic phase, Szarekh can attempt to deny one psychic power as if he were a **PSYKER**.

Obeisance Generators: At the start of the Fight phase, if there any enemy units within Engagement Range of Szarekh, then until the end of the phase, those units cannot fight until after all other eligible units from your army have done so.

Phaeron of the Stars (Aura): While a friendly **NECRONS CORE** unit or **TRIARCH PRAETORIANS** unit is within 6" of Szarekh, each time a ranged attack is made by a model in that unit, you can re-roll the hit roll.

Phaeron of the Blades (Aura): While a friendly **NECRONS CORE** unit or **TRIARCH PRAETORIANS** unit is within 6" of Szarekh, each time a melee attack is made by a model in that unit, you can re-roll the wound roll.

Relentless March (Aura): While a friendly **NECRONS CORE** or **TRIARCH PRAETORIANS** unit is within 6" of Szarekh, each time that unit is selected to make a Normal Move or Advance, until the end of the phase, add 1" to the Move characteristic of models in that unit.

My Will Be Done: In your Command phase, you can select one friendly **NECRONS CORE** or **TRIARCH PRAETORIANS** unit within 9" of Szarekh. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be selected for this ability once per phase.

Phaeron: This model can use its My Will Be Done one additional time per turn.

Voice of the Triarch: Once per battle, at the start of any battle round, if Szarekh is on the battlefield he can alter your command protocols. If he does, the command protocol that you did not assign to any battle rounds before the battle becomes active for your army for that battle round, instead of the one that you assigned to it.

Triarchal Menhir: While this unit contains any Triarchal Menhirs models, it does not count as a **CHARACTER** for the purposes of the Look Out, Sir rule and each time an attack successfully wounds this unit, that attack must be allocated to one of those models. The destruction of Triarchal Menhirs is ignored for the purposes of Morale tests. If Szarekh is ever destroyed, any remaining Triarchal Menhirs in this unit are also destroyed.

The Silent King: If your army is Battle-forged, Szarekh must be your army's **WARLORD**. You receive 3 additional Command points if Szarekh is your **WARLORD**.

Transtemporal Force Field: Models in this unit have a 4+ invulnerable save.

Preservative Auto-torpor: If Szarekh has 8 or fewer wounds remaining, it cannot make attacks with its Staff of Stars and loses the Phaeron of the Stars ability. If Szarekh has 4 or fewer wounds remaining, it cannot make attacks with its Scythe of Dust and loses the Phaeron of the Blades ability.

Vengeance of the Enchained: When Szarekh is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS: **NECRONS, SZAREKHAN**
KEYWORDS (Szarekh): **VEHICLE, CHARACTER, FLY, SUPREME COMMANDER, PHAERON, NOBLE, DYNASTIC AGENT, THE SILENT KING, SZAREKH**
KEYWORDS (Triarchal Menhirs): **VEHICLE, FLY, DYNASTIC AGENT, THE SILENT KING, TRIARCHAL MENHIRS**

CONVERGENCE OF DOMINION

6 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3	Starstele [6+ wounds remaining]	-	-	3+	6	8	10	-	-	3+
	Starstele [3-5 wounds remaining	-	-	4+	6	8	N/A	-	-	3+
	Starstele [1-2 wounds remaining]	-	-	5+	6	8	N/A	-	-	3+

Every model is equipped with: transdimensional abductor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Transdimensional abductor	12"	Assault D3	4	-3	3	-

ABILITIES

Living Metal, Command Protocols [pg 80-81]

Convergence of Dominion: When this unit is first set up on the battlefield, its models do not have to be set up in unit coherency. Instead, each model must be set up wholly within 12" of one other model from its unit. From that point on, each model in this unit is treated as a separate unit.

Dominion Protocols [Aura]: While a friendly **<DYNASTY> CORE** unit is within 6" of this model, add 2 to the Leadership characteristic of models in that unit.

Dynastic Command Node: While a command protocol is active for your army, friendly units with the Command Protocols ability that are within 6" of this model benefit from the selected directive[s] of the active command protocol.

Translocation Protocols: While there are any **STARSTELE** units from your army on the battlefield, **CRYPTEK** units in your army can attempt the following action, as described in the Warhammer 40,000 Core Book: '**Activate Translocation Protocols [Action]**: At the end of your Movement phase, one friendly **CRYPTEK** unit from your army that is within 3" of any friendly **STARSTELE** units can start to perform this action. The action is completed at the end of your turn. Once completed, select one of those **STARSTELE** units and remove it from the battlefield; in the Reinforcements step of your next Movement phase, set that **STARSTELE** unit back up on the battlefield, anywhere that is more than 9" away from any enemy models. If the battle ends and that Starstele unit is not on the battlefield, it is destroyed.'

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **BUILDING, VEHICLE, STARSTELE, CONVERGENCE OF DOMINION**

Starsteles were placed upon worlds as territorial markers and silent guardians by jealous Necron nobles. Over the millennia they have become forgotten archaeological curios, or feared sources of superstitious rumour about vanishments and strange lights. Now they awaken again as their masters do.

WEAPON PROFILES

Below you will find the weapon profiles for all the weapons that Necrons models can be equipped with. If a weapon has the Blast ability, the details of this ability can be found in the Warhammer 40,000 Core Book.

WEAPON DEFINITIONS

Some rules refer to 'gauss weapons' or 'tesla weapons'. The definitions of these weapons for the purposes of such rules can be found below:

Gauss Weapons

A gauss weapon is any weapon whose profile includes the word 'gauss' (gauss blaster, gauss flayer array, etc.), and any Relic that replaces such a weapon (e.g. Conduit of Stars, page 67).

Tesla Weapons

A tesla weapon is any weapon whose profile includes the word 'tesla' (tesla carbine, twin tesla destructor, etc.), and any Relic that replaces such a weapon. The Voltaic Staff (pg 66) is also a tesla weapon.

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Abyssal lance (shooting)	18"	Assault 3	4	-3	1	-
Aeonstave (shooting)	18"	Assault D3	5	-2	1	Blast. Each time an attack is made with this weapon, invulnerable saving throws cannot be taken against that attack.
Annihilator beam	36"	Heavy 1	12	-4	6	-
Atomiser beam	12"	Assault 3	6	-2	1	-
Death ray	24"	Heavy 1	9	-3	D3+3	-
Doomsday blaster	Before selecting targets, select one of the profiles below to make attacks with.					
- Low power	24"	Heavy D6	8	-2	D3	Blast
- High power	48"	Heavy D6	10	-5	D6	Blast. The bearer can only make attacks with this profile if it Remained Stationary during its previous Movement phase.
Doomsday cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Low power	36"	Heavy D6	8	-2	D3	Blast
- High power	72"	Heavy D6	10	-5	D6	Blast. The bearer can only make attacks with this profile if it Remained Stationary during its previous Movement phase.
Eldritch lance (shooting)	36"	Assault D3	8	-4	D6	-
Enmitic annihilator	18"	Assault 2D3	6	-1	1	Blast
Enmitic disintegrator pistol	18"	Pistol 1	6	-1	1	-
Enmitic exterminator	36"	Heavy 3D3	7	-1	1	Blast
Entropic Lance (shooting)	18"	Assault 1	8	-3	D3+3	-
Gauntlet of Fire	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Gauss blaster	30"	Rapid Fire 1	5	-2	1	-
Gauss cannon	24"	Heavy 3	6	-3	D3	-
Gauss destructor	36"	Heavy 1	10	-4	3D3	-
Gauss flayer	24"	Rapid Fire 1	4	-1	1	-
Gauss flayer array	24"	Rapid Fire 5	4	-1	1	-
Gauss flux arc	30"	Rapid Fire 3	5	-2	1	-
Gauss reaper	12"	Assault 2	5	-2	1	-
Heat ray	Before selecting targets, select one of the profiles below to make attacks with.					
- Dispersed	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
- Focused	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Heavy death ray	36"	Heavy 3	12	-4	D3+3	-
Particle beamer	18"	Assault 6	5	0	1	-
Particle caster	12"	Pistol 2	6	0	1	-
Particle shredder	24"	Heavy 8	6	-1	2	-
Particle whip	36"	Heavy D6	12	-3	3	Blast
Plasmic lance (shooting)	18"	Assault D3	7	-3	2	-
Relic gauss blaster	30"	Rapid Fire 2	5	-2	2	-
Rod of covenant (shooting)	12"	Assault 1	5	-3	2	-
Sceptre of Eternal Glory (shooting)	24"	Assault 3	8	-3	2	-
Scouring eye	12"	Pistol 2	5	-2	1	-

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Spear of the Void Dragon (shooting)	12"	Heavy 1	9	-4	D6	Each time an attack is made with this weapon, if a hit is scored, draw a straight line between the closest point of this model's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over. Each time an attack made with this weapon is allocated to a **VEHICLE** model, that attack has a Damage characteristic of D3+3.
Staff of light (shooting)	18"	Assault 3	5	-2	1	-
Staff of Stars (shooting)	24"	Assault 9	6	-2	1	-
Staff of the Destroyer (shooting)	18"	Assault 3	6	-3	2	-
Synaptic disintegrator	36"	Heavy 1	5	-2	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Tachyon arrow	120"	Assault 1	12	-5	D6	The bearer can only shoot with this weapon once per battle.
Tesla cannon	30"	Heavy 3	6	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.
Tesla carbine	24"	Assault 2	5	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.
Tesla sphere	24"	Assault 4	7	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.
Transdimensional abductor	12"	Assault D3	4	-3	3	-
Transdimensional beamer	12"	Assault 1	4	-3	3	-
Twin gauss blaster	30"	Rapid Fire 2	5	-2	1	-
Twin gauss flayer	24"	Rapid Fire 2	4	-1	1	-
Twin heavy gauss cannon	30"	Heavy 6	7	-3	D3	-
Twin tesla carbine	24"	Assault 4	5	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.
Twin tesla destructor	36"	Heavy 10	7	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Abyssal lance (melee)	Melee	Melee	User	-3	1	-
Aeonstave (melee)	Melee	Melee	User	-2	1	Each time an attack is made with this weapon, invulnerable saving throws cannot be taken against that attack.
Automaton claws	Melee	Melee	+2	-3	2	-
Canoptek tail blades	Melee	Melee	User	-2	1	Each time the bearer fights, it makes D6 additional attacks with this weapon.
Chronotendrils	Melee	Melee	User	0	1	Each time the bearer fights, it makes 3 additional attacks with this weapon.
Crackling tendrils	Melee	Melee	User	-4	D6	-
Eldritch Lance (melee)	Melee	Melee	User	-4	2	-
Empathic Obliterator	Melee	Melee	+2	-1	D3	Each time an attack is made with this weapon, if a **CHARACTER** model is destroyed by that attack, each enemy unit within 6" of the bearer suffers D3 mortal wounds.
Entropic Lance (melee)	Melee	Melee	User	-3	3	-
Feeder mandibles	Melee	Melee	User	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.
Flayer claws	Melee	Melee	User	-1	1	-
Flensing claw	Melee	Melee	User	-1	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Golden fists	Melee	Melee	User	-3	3	-
Hyperphase glaive	Melee	Melee	+2	-3	D3	-
Hyperphase harvester	Melee	Melee	+2	-4	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Hyperphase reap-blade	Melee	Melee	+2	-4	3	-
Hyperphase sword	Melee	Melee	+1	-3	1	-
Hyperphase threshers	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon.
Impaling legs	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.
Monomolecular proboscis	Melee	Melee	User	-1	1	-
Ophydian claws	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Plasmic lance (melee)	Melee	Melee	User	-3	2	-
Portal of exile	Melee	Melee	User	-3	3	Each time an attack is made with this weapon, that attack automatically hits the target.
Reanimator's claws	Melee	Melee	User	-2	1	-
Rod of covenant (melee)	Melee	Melee	User	-3	2	-
Sceptre of Eternal Glory (melee)	Melee	Melee	+4	-3	2	-
Scythe of Dust	Melee	Melee	+3	-4	3	Each time the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.
Scythe of the Nightbringer	Before selecting targets, select one of the profiles below to make attacks with.					
- Reaping sweep	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
- Entropic blow	Melee	Melee	x2	-4	D6	Each time an attack is made with this weapon profile, invulnerable saving throws cannot be made against that attack.
Scythed limbs	Melee	Melee	User	-1	1	-
Spear of the Void Dragon (melee)	Melee	Melee	+3	-4	D6	Each time an attack made with this weapon is allocated to a **VEHICLE** model, that attack has a Damage characteristic of D3+3.
Staff of light (melee)	Melee	Melee	User	-2	1	-
Staff of Stars (melee)	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.
Staff of the Destroyer (melee)	Melee	Melee	+1	-3	2	-
Staff of Tomorrow	Melee	Melee	User	-3	D3	Each time an attack is made with this weapon, invulnerable saving throws cannot be taken against that attack.
Stalker's forelimbs	Melee	Melee	User	-2	3	-
Vicious claws	Melee	Melee	+2	-2	2	-
Voidblade	Melee	Melee	User	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Voidscythe	Melee	Melee	x2	-4	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Warscythe	Melee	Melee	+2	-4	2	-
Whip coils	Melee	Melee	User	-1	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.

POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of '*x* pts/model', then the unit costs *x* points for every model in that unit. You must then add points for each weapon, or item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and wargear not listed in a unit's entry cost no additional points to include in that unit).

HQ

Anrakyr the Traveller (pg 83)

Unit size	1 model
Unit cost	140 pts

Catacomb Command Barge (pg 88)

Unit size	1 model
Unit cost	145 pts
• Gauss cannon	+5 pts
• Resurrection orb	+30 pts
• Warscythe	+5 pts

Chronomancer (pg 91)

Unit size	1 model
Unit cost	80 pts

Illuminor Szeras (pg 84)

Unit size	1 model
Unit cost	160 pts

Imotekh the Stormlord (pg 82)

Unit size	1 model
Unit cost	145 pts

Lokhust Lord (pg 87)

Unit size	1 model
Unit cost	105 pts
• Phylactery	+5 pts
• Resurrection orb	+30 pts
• Warscythe	+5 pts

Lord (pg 87)

Unit size	1 model
Unit cost	70 pts
• Resurrection orb	+30 pts
• Warscythe	+5 pts

Nemesor Zahndrekh (pg 84)

Unit size	1 model
Unit cost	135 pts

Orikan the Diviner (pg 82)

Unit size	1 model
Unit cost	110 pts

Overlord (pg 89)

Unit size	1 model
Unit cost	95 pts
• Resurrection orb	+30 pts
• Tachyon arrow	+5 pts
• Voidscythe	+15 pts
• Warscythe	+5 pts

Plasmancer (pg 91)

Unit size	1 model
Unit cost	70 pts

Psychomancer (pg 90)

Unit size	1 model
Unit cost	70 pts

Royal Warden (pg 86)

Unit size	1 model
Unit cost	75 pts

Skorpekh Lord (pg 86)

Unit size	1 model
Unit cost	130 pts

Technomancer (pg 90)

Unit size	1 model
Unit cost	75 pts
• Canoptek cloak	+5 pts
• Canoptek control node	+15 pts

Trazyn the Infinite (pg 85)

Unit size	1 model
Unit cost	100 pts

Vargard Obyron (pg 83)

Unit size	1 model
Unit cost	100 pts

Cryptek Arkana (pg 62-63)

• Atavindicator	+25 pts
• Cortical subjugator scarabs	+15 pts
• Countertemporal nanomines	+30 pts
• Cryptogeometric adjuster	+15 pts
• Dimensional sanctum	+15 pts
• Fail-safe overcharger	+30 pts
• Hypermaterial ablator	+25 pts
• Metalodermal tesla weave	+20 pts
• Photonic transubjector	+20 pts
• Phylacterine hive	+20 pts
• Prismatic obfuscatron	+20 pts
• Quantum orb	+20 pts

TROOPS

Immortals (pg 92)	
Unit size	5-10 models
Unit cost	17 pts/model
• Tesla carbine	+2 pts

Necron Warriors (pg 92)	
Unit size	10-20 models
Unit cost	13 pts/model

ELITES

C'tan Shard of the Deceiver (pg 98)	
Unit size	1 model
Unit cost	350 pts

C'tan Shard of the Nightbringer (pg 98)	
Unit size	1 model
Unit cost	350 pts

C'tan Shard of the Void Dragon (pg 99)	
Unit size	1 model
Unit cost	350 pts

Canoptek Plasmacyte (pg 96)	
Unit size	1 model
Unit cost	15 pts

Canoptek Reanimator (pg 93)	
Unit size	1 model
Unit cost	110 pts

Canoptek Spyders (pg 101)	
Unit size	1-3 models
Unit cost	60 pts/model
• Fabricator claw array	+5 pts
• Gloom prism	+5 pts
• Particle beamer	+5 pts

Cryptothralls (pg 95)	
Unit size	2 models
Unit cost	40 pts

Deathmarks (pg 94)	
Unit size	5-10 models
Unit cost	18 pts/model

Flayed Ones (pg 95)	
Unit size	5-20 models
Unit cost	13 pts/model

Hexmark Destroyer (pg 93)	
Unit size	1 model
Unit cost	75 pts

Lychguard (pg 94)	
Unit size	5-10 models
Unit cost	28 pts/model

Skorpekh Destroyers (pg 96)	
Unit size	3-6 models
Unit cost	35 pts/model

Transcendent C'tan (pg 100)	
Unit size	1 model
Unit cost	270 pts

Triarch Stalker (pg 97)	
Unit size	1 model
Unit cost	135 pts
• Heat ray	+5 pts
• Twin heavy gauss cannon	+15 pts

FAST ATTACK

Canoptek Scarab Swarms (pg 101)	
Unit size	3-9 models
Unit cost	15 pts/model

Canoptek Wraiths (pg 103)	
Unit size	3-6 models
Unit cost	35 pts/model
• Particle caster	+5 pts
• Transdimensional beamer	+10 pts

Ophydian Destroyers (pg 102)	
Unit size	3-6 models
Unit cost	35 pts/model

Tomb Blades (pg 102)	
Unit size	3-9 models
Unit cost	25 pts/model
• Nebuloscope	+3 pts
• Shadowloom	+5 pts
• Shieldvanes	+3 pts
• Twin gauss blaster	+5 pts
• Twin tesla carbine	+5 pts

Triarch Praetorians (pg 103)	
Unit size	5-10 models
Unit cost	25 pts/model

HEAVY SUPPORT

Annihilation Barge (pg 104)	
Unit size	1 model
Unit cost	120 pts
• Gauss cannon	+5 pts

Canoptek Doomstalker (pg 106)	
Unit size	1 model
Unit cost	140 pts

Doomsday Ark (pg 104)	
Unit size	1 model
Unit cost	190 pts

Lokhust Destroyers (pg 105)	
Unit size	1-7 models
Unit cost	55 pts/model
• Gauss destructor	+15 pts
• Enmitic exterminator	+15 pts

Lokhust Heavy Destroyers (pg 105)	
Unit size	1-3 models
Unit cost	70 pts/model

DEDICATED TRANSPORTS

Ghost Ark (pg 106)

Unit size	1 model
Unit cost	145 pts

FLYERS

Doom Scythe (pg 107)

Unit size	1 model
Unit cost	200 pts

Night Scythe (pg 107)

Unit size	1 model
Unit cost	145 pts

LORDS OF WAR

Monolith (pg 109)

Unit size	1 model
Unit cost	360 pts
• Death ray	+5 pts

Obelisk (pg 108)

Unit size	1 model
Unit cost	370 pts

The Silent King (pg 110)

Unit size	3 models
Unit cost	450 pts

Tesseract Vault (pg 108)

Unit size	1 model
Unit cost	500 pts

FORTIFICATIONS

Convergence of Dominion (pg 111)

Unit size	3 models
Unit cost	120 pts

GLOSSARY

On this page you will find a glossary that contains a number of terms used in this Codex. These are intended to provide precise definitions to help resolve some of the more complex rules interactions that may arise, and players should feel under no obligation to memorise this list.

Active command protocol (pg 81): The command protocol that is currently active for your army.

All of the models in the unit can have their *Weapon A* replaced with 1 *Weapon B* each: When this wargear option is selected for a unit, every single model in that unit that is equipped with Weapon A must have its weapon replaced with Weapon B. It is not possible for only some of the models in that unit to have their weapon replaced and for others not to.

Any number of models can each have their *Weapon A* replaced with 1 *Weapon B*: When this wargear option is selected for a unit, any number of models in that unit that are equipped with Weapon A can each have its weapon replaced Weapon B. It is possible for only some of the models in that unit to have their weapon replaced and for others not to.

Command protocol (pg 81): There are six command protocols: Protocol of the Conquering Tyrant; Protocol of the Eternal Guardian; Protocol of the Hungry Void; Protocol of the Sudden Storm; Protocol of the Undying Legions; Protocol of the Vengeful Stars.

Cryptek Arkana (pg 62): A unique piece of wargear that can be given to **NECRONS CRYPTEK** models (excluding named characters).

C'TAN SHARD (pg 51): A unit that can be included in a **NECRONS** Detachment without preventing other units in that Detachment from gaining a Dynastic Code.

C'tan Powers (pg 68): **C'TAN SHARD** models can attempt to use C'tan Powers that they know.

Directive (pg 81): One part of a command protocol, when a command protocol becomes active for your army, one of that command protocol's directives will be selected to be the one that applies to the affected units in your army.

DYNASTIC AGENT (pg 51): A unit that can be included in a **NECRONS** Detachment without preventing other units in that Detachment from gaining a Dynastic Code.

Dynastic Code (pg 51): Detachment ability for **NECRONS** Detachments. An ability gained by **NECRONS** models (excluding **DYNASTIC AGENT** and **C'TAN SHARD** models) based on the Dynasty they are from, if all models in that Detachment are from the same dynasty.

Dynastic Epithet (pg 74): A Crusade rule applied to **NOBLE CHARACTER WARLORD** models upon victory.

From (pg 80): The dynasty that a unit belongs to is the dynasty they are from. A unit is from a certain dynasty if they have that dynasty's name listed on its Faction keyword line.

Gauss weapon (pg 112): A ranged weapon whose profile includes the word 'gauss', or a Relic that replaces a gauss weapon.

NECRONS Detachment (pg 51): A Detachment in a Battle-forged army where every model has the **NECRONS** keyword (excluding models with the **UNALIGNED** keywords).

Necrons secondary objectives (pg 69): Additional secondary objectives that can be used in certain matched play mission packs if every Detachment in your army is a **NECRONS** Detachment.

Power of the C'tan (pg 68): A list of C'tan Powers that **C'TAN SHARD** models can use.

Reanimate (pg 80): When a model Reanimates it is set back up on the battlefield with its full wounds remaining.

Reanimation protocols are enacted (pg 80): After a unit with the Reanimation Protocols ability has any of its models destroyed by enemy attacks, its reanimation protocols are enacted, and the models that were destroyed by those attacks begin reassembling.

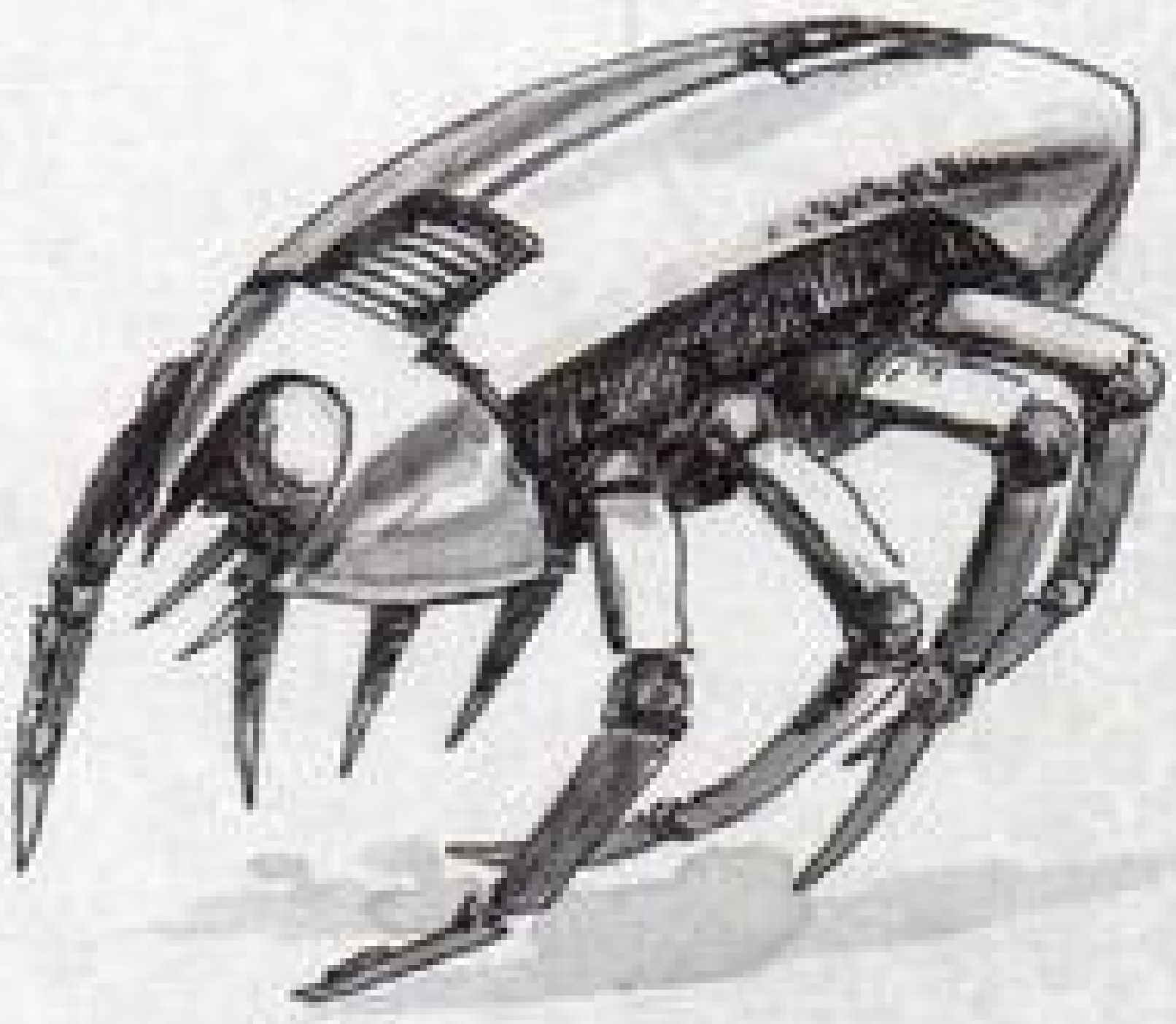
Reanimation Protocol roll (pg 80): One D6 roll. Cannot be modified by more than -1 or +1.

Reassembling (pg 80): When a unit's reanimation protocols are enacted, Reanimation Protocol rolls are made for the models in that unit that are reassembling.

Relic of the Aeons (pg 66-67): A type of Relic that can be given to **NECRONS CHARACTER** models.

Stratagem label: A Stratagem's labels are written beneath its title and can include: Necrons; Battle Tactic; Epic Deed, Strategic Ploy; Requisition; Wargear. A Stratagem can have more than one label; for example, a Stratagem with 'Necrons – Wargear Stratagem' has both the Necrons and Wargear labels.

Tesla weapon (pg 112): A ranged weapon whose profile includes the word 'tesla', or a Relic that replaces a tesla weapon.



REFERENCE

This section also includes a bullet-pointed summary of a number of Necrons rules. In most games, you may find referencing this summary is all you need to resolve a rule, but if not, follow the page reference to read the entirety of the rule.

COMMAND PROTOCOLS (PG 81)

- Command Protocols only applies if every unit in your army is from the same dynasty (excluding **DYNASTIC AGENT**, **C'TAN SHARD** and **UNALIGNED** units) and your **WARLORD** is a **NOBLE**.
- Before battle, secretly assign one command protocol to each of first five battle rounds (no repeats).
- Start of each battle round, reveal command protocol and select one of its directives.
- Units with this ability benefit from selected directive if within 6" of friendly **NECRONS CHARACTER** unit (excluding **C'TAN SHARDS**) and friendly **NOBLE** is on the battlefield.

DETACHMENT ABILITIES (PG 51-55)

- **NECRONS** Detachments gain Royal Court and Dynastic Agents and Star Gods abilities.
- **NECRONS** units in **NECRONS** Detachments gain the Dynastic Codes ability.
- Troops units in **NECRONS** Detachments gain the Objective Secured ability (see Warhammer 40,000 Core Book).

DIMENSIONAL TRANSLOCATION (PG 80)

- During deployment, can set unit up in a hyperspace dimension instead of setting it up on the battlefield.
- Unit can then arrive during Reinforcements step of one of your Movement phases.
- When unit arrives, set it up on battlefield more than 9" from any enemy models.

DYNASTIC CODE (PG 51-55)

- If every unit in a Detachment is from the same dynasty, all **NECRONS** units (except **DYNASTIC AGENT** and **C'TAN SHARD** units) in that Detachment gain a Dynastic Code.
- Dynastic Code gained depends on what dynasty they are from.
- If dynasty does not have an associated Dynastic Code, you must create one for them. To do so, select one Dynastic Tradition from page 54 and one Circumstance of Awakening from page 55.

DYNASTIC EPITHETS (PG 74-75)

- After battle, if army's **WARLORD** was a **NOBLE** and you won, it gains a Dynastic Epithet.
- For every third Dynastic Epithet, increase model's Crusade points by 1 and it gains one of the associated abilities.

<DYNASTY> KEYWORD (PG 80)

- When you include a unit with the **<DYNASTY>** keyword, nominate which dynasty it is from.
- Replace every instance of the **<DYNASTY>** keyword on that unit's datasheet with the name of your chosen dynasty.

LIVING METAL (PG 80)

- In your Command Phase, this model regains 1 lost wound.

REANIMATION PROTOCOLS (PG 80)

- After an enemy unit attacks, if any models in this unit were destroyed, Reanimation Protocol rolls are made.
- For each model destroyed by those attacks, roll number of D6 equal to its Wounds characteristic. Each 5+ added to a pool.
- Number of dice in pool / Wounds characteristic = number of models Reanimated and added back to the unit.

THE ROYAL COURT (PG 51)

- If army has **THE SILENT KING**, it is your **WARLORD**. Otherwise, if it has a **PHAERON**, it is your **WARLORD**. Otherwise, if it has an **OVERLORD**, it is your **WARLORD**. Otherwise, if it has a **LORD**, it is your **WARLORD**.

STAR GODS AND DYNASTIC AGENTS (PG 51)

- **DYNASTIC AGENT** and **C'TAN SHARD** models do not prevent other **NECRONS** units from gaining a Dynastic Code, but they do not themselves ever gain one.
- Can include a maximum of one **C'TAN SHARD** model in each Detachment in your army.

SEND FORTH YOUR LEGIONS!

The Necrons are a deathless race of alien androids. In ages past they ruled the galaxy. Now, having slumbered in stasis for millennia, they are rising up to conquer it again. Clad in self-repairing bodies of living metal and wielding weapons that harness the most devastating energies of the cosmos, the Necrons are a terrifying enemy. Fearless, relentless and utterly without mercy, they advance in serried ranks and lay down withering storms of fire fit to annihilate even the mightiest of foes. The hyper-resilient Necron soldiery are supported by murderous specialist units, techno-sorcerous war machines, mindless Canoptek constructs and shards of shattered star gods. They are led to war by undying nobles wielding weapons of devastating power, driven by the absolute conviction that they are the rightful rulers of the stars. And if their long sleep has reduced many Necrons to mindless monsters, or ravaged their sanity and transformed them into murderous demigods? Such madness only makes them an even greater and more terrible threat.

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